

LAMENTATIONS
of the
FLAME PRINCESS

A TRUE RELATION
OF THE GREAT VIRGINIA DISASTRUM, 1633



VOLUMES I, II & III
JAMESTOWN AND ENVIRONS
LO! NEW LANDS
PRODIGIES, MONSTERS, AND INDEX

EZRA CLAVERIE

LAMENTATIONS
of the
FLAME PRINCESS

A TRUE RELATION

OF THE GREAT VIRGINIA DISASTRUM, 1633



VOLUME I

JAMESTOWN AND ENVIRONS

EZRA CLAVERIE

LAMENTATIONS
of the
FLAME PRINCESS
ADVENTURES

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ORIENTATION FOR THE REFEREE

WAYS TO USE *A TRUE RELATION OF THE GREAT VIRGINIA DISASTRUM*, 1633

The book offers an event-based scenario, a wilderness point-crawl, a space-warp crawl, and a sourcebook for a 1633 Virginia in the midst of colonization of two kinds: the colonization of North America by Europeans and the colonization of the Earth by castaways from the fifth dimension. The latter have come because when their spaceship broke down, they answered a bogus message promising safe harbor—a wizard's bungled attempt at *Summoning* a demon. The still-burning drive of the alien vessel punched through the Earth in both space and time, deforming both; the drive now twinkles in the sky over Virginia as the Disastrum of the title.

Beneath the Disastrum rises the Warp, a splash of spatially-distorted Earth. In the point-crawl, the density and strangeness of encounters increases as one nears the Eye of the Warp (page II.189), where Spaceholes lead to other times, other Earths, and beyond.

This scenario assumes an adventuring party including at least one spellcaster and composed of either a larger number of adventurers of lower Level (for example, first to third) or a smaller number of adventurers of medium experience Levels (for example, fifth to eighth). Depending on the adventure hook you choose, Non-Player Characters should accompany the adventurers as guides, porters, or hirelings, doubling as replacements for crippled or dead Player Characters. If challenges seem under- or over-powered, adjust the hit dice of select foes.

Many elements of this book do not depend on the Virginia Colony as a setting. Monsters from the Bestiary could appear on any lost plateau or Prospero's island, and the rules for randomly generating the Blistered Forest (page II.161) could produce an alien dungeon to drop where you like. No preface can force you to use a book as directed.



Volume One: Jamestown and Environs





ADVENTURE HOOKS : WHY DO THE ADVENTURERS GO TO THE VIRGINIA COLONY?

The adventurers arrive in Jamestown on Thursday, 31 March 1633. Three days before landfall, they first saw the Disastrum in the sky and then, looming over the western horizon, the Warp. And they smelled the fires that consumed the Furnace Forest (page II.161).

Consider the following starting points for the adventure.

1. **SHIPWRECK:** The *Bellerophon*, en route from St. George's Town, Bermuda, founders in a tempest. The survivors, in an open boat, have just run out of water when the boatswain sights the mouth of the James River. The Player Characters arrive with the clothes on their backs as well as one weapon and two other small items apiece.
2. **ANTI-ENGLISH DIPLOMACY:** Spain sends the party to recruit the Powhatan Confederacy as allies against the English. Failing that, Spain will settle for some yet-unknown indigenous nation in the interior. A Spanish vessel has delivered the adventurers to the coast opposite Jamestown, near Cape Henry, supplying them with a month's rations, a twenty-five-foot open boat (eight oared, single masted), and trade goods: fifty steel hatchets; ten muskets, with shot and powder; and a hundred foot-square sheets of copper plate. Spain will reward a successful mission with 100,000sp or land grants in New Spain.
3. **"IN SEARCH OF...":** A reputed alchemist or a secret society has divined strange events just outside the Virginia Colony. This diviner has sent the adventurers to investigate and to bring back specimens. The Referee should choose one band of New People and any two strange creatures from the Bestiary: the diviner provides sketchy descriptions and requests one specimen of each. In exchange, the adventurers will receive a bounty of 30,000sp per specimen preserved in salt or alcohol, double for one brought back alive. The diviner will arrange return transport three months after the party's arrival in Virginia.

Some bands of New People may abet the adventurers in exchange for help, and some of the creatures in the Bestiary not only talk, but they might assist the adventurers in making off with rivals or enemies.





Volume One: Jamestown and Environs

4. **TREASURE OF THE DEAD CITIES:** A European aristocrat of dubious reputation has had visions of abandoned cities where hoards lie unguarded. These cities appear treeless, depopulated, and dust-blown; their architecture varies, including Christian and Mohammedan as well as less recognizable styles. Moreover, they appear to crowd together in a small region to the northwest of Jamestown.

The aristocrat does not realize that these garbled visions actually show the depopulated Earth of “Corpse Kingdom of the Western Gate” (page II.254). Nor does the aristocrat realize that an apprentice, servant, or other initiate has already hurried to Virginia with fellow opportunists—the adventurers—in search of loot.

5. **THE LOST PRINCIPALITY OF MADOC:** One of the adventurers has a sister, Sally Dickinson, and Sally’s husband, Alexander Dickinson, owns a small plantation in the Colony. Last year, Mr. Dickinson requested help mounting a secret expedition into the interior, and the Player Characters have answered. Dickinson hopes to find a lost nation of Christians reputedly dwelling beyond the Falls of the James River, descended from Madoc of Gwynedd, a twelfth-century Welsh prince.

Since the middle 1500s, writers had circulated tales of Madoc’s supposed escape with his fleet to North America. In the Virginia Colony, these tales mingled with stories from Captain Christopher Newport’s unauthorized 1608 expedition beyond the Falls of the James, in which he reportedly met Indians—the Monacans—whose language sounded like Welsh. Alexander Dickinson professes to have “fresh Intelligence” regarding the location of what he calls “New Gwynedd.”

When adventurers arrive, they find Mrs. Dickinson in distress: a week before the Disastrum rose in the sky, a group of Monacans captured her husband. They released his Powhatan guide and sent that guide to Jamestown to demand ransom (twenty muskets, forty swords, and five bushels of gunpowder). But the Governor, Sir John Harvey, has forbidden payment for fear of endangering the Colony’s peace with the Powhatan Confederacy. (Unknown to anyone in the Virginia Colony, the Monacans who captured Mr. Dickinson have since fled their own village, following the rise of the “Trees of Flesh and Amber,” page II.108.)

Mrs. Dickinson offers her sibling a one-quarter stake in the plantation if the adventurers can bring her husband back alive. A scrivener has already drawn up the contract. Sally gives the party five muskets and five swords to offer the Monacans.

The adventurers can find Mr. Dickinson with the Displaced Monacans (page II.103), underfed, but otherwise no worse for his captivity.



6. **THE ETERNAL MCGUFFIN:** If your ongoing campaign has some artifact that the party seeks, then it lies on a slab of exposed bedrock in the Blistered Forest (page II.161), unmolested by the inhabitants.

Multiple adventurers have the same dream: they find themselves in the Virginia Colony, where English till fields and trade with Powhatan. The dreamers turn to the northwest and discover the Eternal McGuffin lying on a slab of pinkish granite. Over the surface of the granite pass the shadows of clumsy-winged things neither bird nor bat. The dreamer then notices the sky, ribbed with alternate bands of daylight and stars. Each dreamer also glimpses something else before waking:

-  The Spacelock, glittering amid a forest burnt to charcoal (page II.155)
-  The Fabricator, hanging over its muddy pit (page II.147)
-  The Segmental Sow, standing in her meadow, and looking the dreamer in the eye (page II.144)
-  The Mussel Dam, churning the stream with her exhalations (page II.142)
-  ...and so on, giving views of other numbered encounter areas (#2-19).

An NPC trusted by the Player Characters reports a similar dream and also worries that competitors who seek the Eternal McGuffin may have had their own. Fortunately, this NPC has already arranged the adventurers' passage to Virginia (possibly as indentured servants; see below).

7. **AN UNFORTUNATE INDENTURE:** Some combination of poverty, skills, and criminal record has led each Player Character to sign a four-year indenture with the representatives of Doctor John Trefusis (page I.13). Trefusis has a reputation for wide learning and unorthodox opinions, but this Twelfth Level Magic-User keeps his occult doings quiet.

In Virginia, Trefusis has established the New Dunster Plantation (page I.34), where some three dozen servants grow and process tobacco. Trefusis's "Dunster Leaf" has brought him wealth and the envy of his neighbors. When the adventurers arrive, they find that their master has gone inland to investigate the strange happenings in the western sky, despite suffering "one of his terrible ear-aches."

Trefusis's other servants will outfit the newcomers and introduce them to their Anglicized Powhatan guide, Samuel (page I.23). The following morning, they shall depart at dawn, with instructions to rendezvous with their master at a hill just west of the Falls of the James. (Trefusis will arrive at least a day late, delayed by an encounter with the Downy and Acephalous Deceivers, page III.316.)





Volume One: Jamestown and Environs

If the adventurers refuse to search for their master, the other servants will lodge complaints with the Governor. Noncompliant servants face threats, flogging, and time in the stocks, and the Colony offers a reward of 250sp for the capture and return of a runaway.

The Player Characters' indentures stipulate that if both master and servant agree, then servants may buy their freedom for 6,000sp or equivalent value. In the event of Trefusis's death, the servants must complete their term on behalf of Trefusis's executor (a cousin in Somersetshire, England), while the daily management of the plantation falls to the former slave, and now free overseer, Manuel de Kulashingo (page I.35).

Note that a second Trefusis, from an alternate Earth, now wanders in the region (see page I.13). And if the Referee uses the following hook, a third Trefusis also lives in London.

8. **THE EXTRAORDINARY RENDITION OF THE DOCTORS TREFUSIS:** A third John Trefusis, native to a different timeline, sends the adventurers from London to Virginia to fetch Trefusis #1, native to this timeline.

Trefusis #3 introduces himself as Rafe Trefusis, of Somersetshire. He offers the party a large sum (say 60,000sp), "to assist in making my family's reputation whole." He says that his brother, John, must answer for "certain dealings unbecoming of a Christian man of letters." He offers twenty thousand as earnest and to defray expenses, and the rest upon safe delivery of his brother. The adventurers shall pose as planters or their agents.

Trefusis #3 gives the adventurers a leather scroll tube, laced shut with an elaborate knot, "its solution well known to my brother." Trefusis #3 will ask the adventurers to deliver the tube to his brother, insisting that no one else tamper with the knot, "lest Jack know that someone has betrayed my trust."

The tube holds a scroll, sealed in wax impressed with the Trefusis arms. This enchanted scroll, if removed from its tube within fifty yards of any John Trefusis and with an unobstructed view of him, will spontaneously unseal, and every vertebrate within ten miles will begin to howl. In a shrinking radius, all cease but John Trefusis, who howls longest. He has suffered a curse: although he can understand speech and can write as gracefully as ever, he cannot utter any sound but this howl, and he therefore cannot cast spells. *Dispel Magic* and other spells of disjunction will cancel the effect.

The scroll will also work against "Rafe" (i.e., Trefusis #3), hence his insistence that the adventurers keep the tube shut. The scroll will affect a potentially unlimited number of John Trefusises within its ten-mile radius. If anyone opens



the tube without a Trefusis in range, the curse afflicts 3d12 persons centered on the opener, no saving throw allowed.

The scroll bears a short message in a hand recognizable as Trefusis's own: "Please return with these Agents to the City of London, where I will restore your Faculties and reveal All. — Your loving Brother, Rafe."

In London, Trefusis #3 has already assumed Trefusis #1's identity and taken control of his properties. Trefusis #3 wound up on this Earth when his attempt to *Teleport* from Virginia to London went awry due to the opening of the Warp. Luckily, a familiar demon informed him of the wrong turning and its cause. Wary of repeating the attempt but loath to make the sea voyage, Trefusis #3 has decided to remain in London and seek the help of his other self, in the hope that the two can turn this situation to their advantage.

But Trefusis #3 does not know of the extent of the disruptions to Virginia. Furthermore, neither Trefusis #1 nor Trefusis #3 knows that Trefusis #2 has already arrived in Virginia from yet another parallel Earth. Trefusis #2 does not realize that he has arrived on an alternate Earth, and neither Trefusis #1 nor #2 has any inkling that these semi-doubles exist. (Confused? Perfect.)

Each version of Trefusis did have elder brother Rafe, who died in infancy.

Instant Backstories

If the players roll up new characters, give them five minutes to complete as many of the following prompts as possible.

-  No living person knows that [X] has always _____.
-  [X] has a weakness for _____.
-  If [X] had a coat of arms, it would depict _____.
-  [X]'s family lost their coat of arms because _____.
-  [X] once stood accused of _____.
-  [X] once stood falsely accused of _____, but escaped custody.
-  [X] values three objects above all others: _____, _____, and _____.
-  [X] should regret _____, but doesn't.
-  [X] shouldn't regret _____, but does.
-  [X] believes that a cousin, _____, has settled in Virginia under a false name.



WHAT HAPPENED TO THE EARTH?

In 1755, more than a century after the apparent start of this scenario, a Dzungar wizard will attempt a *Summoning* as part of an attack on the Great Qing stronghold at Jiayuguan, the westernmost outpost on the Great Wall of China. In the manner of so many wizards, his ambition will exceed both his caution and his competence, and his bungling will retroactively cause this whole mess.

Between the steppes of Mongolia and the mountains of the Tibetan plateau, the Jiayuguan fort guards the desert at the narrowest point of the Hexi Corridor. Through this fort pass traders bound both ways along the Silk Road, while exiles from the Middle Kingdom pass only westward. By 1755, war between the Great Qing Empire and the Dzungar Khanate had begun to go badly for the Khanate, so the wizard Lubsang, clan Choros, hopes to turn the tide.

This patriot has resolved to risk *Summoning* a being that he believes provided the inspiration for Yamāntaka, the Conqueror of Death venerated by his fellow Tibetan Buddhists. Disguised as a trader in a yurt outside the fort, Lubsang draws his mandalas and anti-mandalas, sacrifices the necessary fowl and flesh, and intones his spell. As the officers of the fort relax with Shaoxing wine and a performance of *Bozhong Lotus* by a traveling opera troupe, Lubsang calls down their destruction.

For Lubsang calls not Yamāntaka, but a five-dimensional vessel in distress, its main drive on fire, and most of its systems inoperative. The godlike passengers see the feeble minds of Earth beings as temporary means of survival, fragments of sentience to which their own minds can cling in this near-void of three dimensions. So the passengers disembark, possessing Lubsang and five other hosts at the fort, becoming Corpse Kings (page III.335).

Before abandoning their ship, the Corpse Kings use the ship's machineries and the ship's crew of Sub-Processes—artificially intelligent servitors—to better arrange the Earth for their use. The Corpse Kings need bodies to construct a distress beacon, so the humans near the fort will stay, but the rest must go, so the Corpse Kings cleanse the rest of the planet of biomass, teleporting it from Earth into low orbit. Except for a three-mile sphere around the fort, every bacterium, every blade of grass, and every human now orbits the Earth in a dull-green ring, visible day and night as a vast arch across the sky.

This comes to pass over a few hours in the spring of 1755. As the Corpse Kings use human slaves to construct their beacon, three years pass at the Jiayuguan Fort.



Meanwhile, their abandoned vessel drifts, deforming spacetime. The Sub-Processes not killed in their attempts to control the fire decide to jettison the burning drive. With little hope of rescue from this backwater sub-dimension, they discuss alternatives, and they resolve that rather than self-deactivating or remaining aboard their disabled ship while its systems run down, they will construct replacement bodies in three dimensions, so that copies of their minds can live on.

By the time the Sub-Processes reach these decisions, the vessel has passed through the Earth and backwards through 125 years of Earth-time. The burning drive rises over Virginia as the Disastrum, as the world splashes up around it in a great Warp of land and sky. By increasing the region's surface area exposed to sunlight, the Warp has brought summer early to the region.

From the perspective of three-dimensional minds, the Sub-Processes find themselves in the "past" of their own misfortune. In Virginia they begin the work of making new bodies: the New People (q.v.) and other creatures from the Bestiary.

Unbeknownst to the Corpse Kings, at the center of the Warp, in its very Eye, the burning drive melted Spaceholes, passages to other three-dimensional worlds. Persons traversing the Eye of the Warp can use these Spaceholes pass into a dozen other spaces, times, and timelines that differ from those the adventurers know.

1. **A POST-ANT EMPIRE:** a North America gardened by biomechanical ants
2. **OUR CHIRAL YESTERDAYS:** a mirror to the day before
3. **FORTRESS OF THE ORPHAN FLAME:** a Virginia Colony haunted by a time-revising demon
4. **TAILINGS OF THE MOTEWORLD:** an Earth mostly abandoned by posthumans
5. **THE GIFTING NIGHT:** an Earth stalked by dark-matter predators
6. **CITY OF THE CRAWLING BLOOD:** a 1633 London recovering from something worse than plague
7. **A WILDER WILDERNESS:** an Earth without humans
8. **PITS OF THE MIRROR DRAKE:** an 1890 Richmond besieged by a disintegrator-dragon
9. **THE SUSSURANT VOIDS:** a gulf among unquiet stars
10. **IN THE SHADOW OF THE CREEPER:** a 1633 Dutch colony overrun by homicidal plants
11. **OTTERWORLD:** a 1633 North America defended by tool-using Otter People
12. **CORPSE KINGDOM OF THE WESTERN GATE:** a 1758 Jiayuguan Fort, China, where the Corpse Kings work toward their rescue



In and around the Warp, groups of New People (page III.304) seek human assistance to alter the Warp to various specifications, so the adventurers may find opportunities to take an active role in the planet's future. Likewise, at the Jiayuguan fort, the adventurers may find means of interfering with the Corpse Kings' plan and maybe commandeering some of their power.

DOCTOR TREFUSIS

John Luttrell Trefusis, of Dunster, Somersetshire, has a plantation in the Virginia Colony. He holds a doctorate in divinity from Oxford and license from the Church of England as a lay minister, empowering him to perform all the offices of a priest except celebrate communion. His neighbors esteem him as a gentleman with a soldier's boldness and a philosopher's calm, but the death of his beloved wife two winters ago has increased the former and decreased the latter. Neighbors know little of his abiding interest in Hermetism and nothing of his practice of what the vulgar call necromancy.

The rise of the Disastrum spurred Trefusis to leave the safety of the Colony, in order to observe and investigate the Warp. His party includes his assistant, two English guards, two Powhatan guides, and his three favorite dogs (Lachesis, Penny, and Spur). The dogs will bark at any approach unless he tells them "hist." Then, no torture can induce them to make a sound.

Trefusis #1 does not realize that another version of himself, from an alternate Earth, has come to Virginia. (See "The Second Trefusis," below.) For more information on Trefusis #1 and his plantation, see "New Dunster" (page I.34).

A SECOND TREFUSIS?

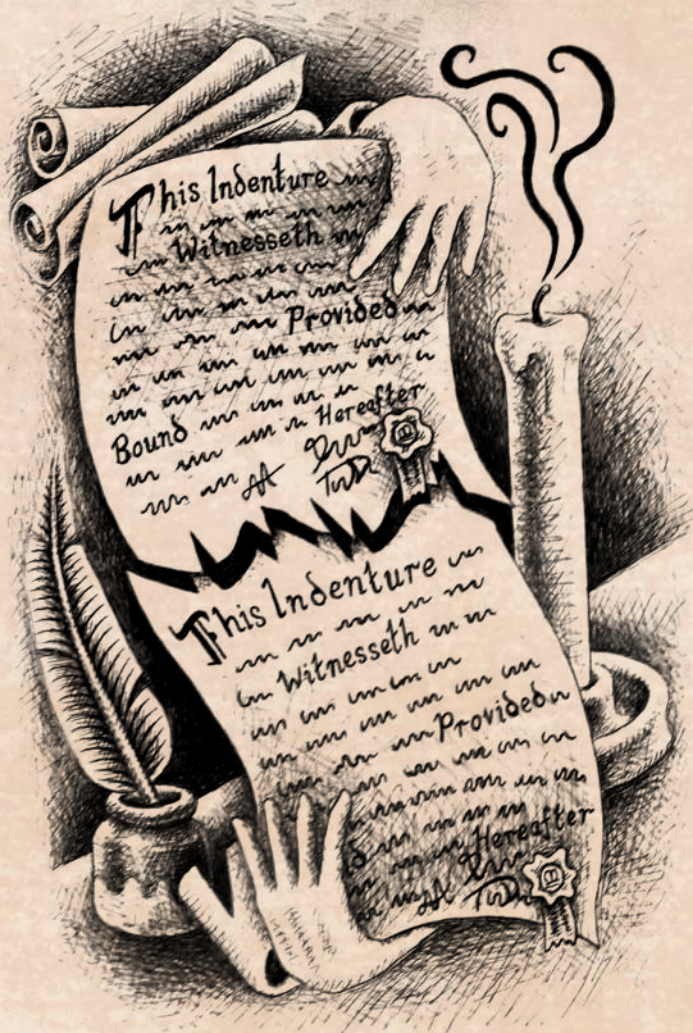
A second Trefusis has landed in Virginia, and as the adventurers begin exploring the region, he and his party have just camped at encounter area #6. This Trefusis escaped from an alternate London, which his sorcerous experimentation has turned into the "City of the Crawling Blood" (page II.212).

Trefusis #2 owns a plantation in the other Earth's Virginia, but he never met or married Anetta van Schaik, nor grieved over her death, nor desecrated her grave. Instead, after the end of the Second Anglo-Powhatan War last fall, he sailed back to London to pursue occult research.

When a thaumaturgic experiment went badly for him and worse for London, Trefusis #2 *Summoned* a being to transport him and his most trusted (surviving) servants to Virginia. The distortions of the Warp caused them to arrive on a different possible

Earth, and several leagues from their destination. Trefusis #2 does not yet realize that he has come to a different Earth, nor that Trefusis #1 remains in Virginia.

For further details, see the keyed encounter "The Second Trefusis," page II.118.



THE VIRGINIA COLONY

VERISIMILITUDE VERSUS ACCURACY

The author has aimed for the appearance and suggestion of historical reality. Seek and correct historical inaccuracies only if you think this will make your game more fun. Encourage players to go investigate the weird stuff rather than sift the mud of Jamestown for anachronisms.

ENGLISH SETTLEMENT IN VIRGINIA

“The Seasoning”

English colonists arrived in the Western Hemisphere without immunity to local diseases. During their first year, most sickened, and many died. Those not taken by fever or flux called this period *the seasoning*.

A Referee seeking rules for mundane diseases like malaria might consult Barry Blatt’s outstanding *England Upturn’d* (Lamentations of the Flame Princess, 2017). But *A True Relation* offers plenty of opportunities for adventurers to die on their feet, so the Referee should encourage players to seek them.

Characters

Have the players begin with characters who have just arrived in North America for the first time, foreigners immersed in the strangeness of this “New World.” Only after these characters die should the Referee let players replace them with more experienced residents, either colonists or Christianized indigenes. Much of this scenario depends on the adventurers’ status as newcomers to a strange landscape and as outsiders to Powhatan and Monacan cultures—cultures that regard Europeans as alien and invasive.



A TIMELINE OF THE COLONY

1606: One century behind the Spanish and two centuries behind the Portuguese, England seeks to build an overseas empire. King James I charters the Virginia Company of London (usually called the London Company) to establish colonies on the eastern coast of North America.

1607: The London Company expedition to Virginia comprises the *Godspeed*, the *Discovery*, and the *Susan Constant*, carrying 104 English men and boys. On 26 April, they make landfall on the south shore of Chesapeake Bay; Captain Christopher Newport dubs the place Cape Henry, in honor of King James's heir apparent. On 14 May, the London Company establishes Jamestown on an island in the James River, upstream and on the opposite shore, a spot chosen for good anchorage and visibility (to prevent surprise by the Spanish). Beyond the town lie forests, rushy wetlands, and cypress swamps.

The indigenous Powhatan call the Chesapeake region *Tsenacommacah*, the "densely inhabited land," but no Powhatan dwell on the island because of its brackish water and malaria-breeding wetlands. Before year's end, scores of colonists die of disease or in skirmishes with Powhatan.

1608: By 2 January, only thirty-eight of the original colonists remain alive to greet the First Supply Mission, in which the *Phoenix* and the *John and Francis* deliver 120 more colonists. On 1 October, the Second Supply Mission brings skilled laborers, including the first non-English colonists (Dutch, Poles, Slovaks, and a Swiss German) and the first two female colonists: Mrs. Forrest (given name unknown) and Mrs. Forrest's maid, Anne Burras. Burras will become the first colonist to bear a child.

Also in 1608, Captain John Smith publishes his *True Relation of Such Occurrences and Accidents of Note as Hath Happened in Virginia Since the First Planting of that Colony, Which is Now Resident in the South Part Thereof, Till the Last Return from Thence*. The English had hoped to find precious metals in Virginia, but the Powhatan knew of none. As Smith puts it, "victuals, you must know, is all their wealth."

1609: On 11 August, the Third Supply Mission barely arrives. This fleet of nine ships suffered outbreaks of yellow fever and plague, followed by the wreck of the flagship *Sea Venture* off Bermuda. More than five hundred settlers land at Jamestown, but most of their provisions went down with the *Sea Venture*.





Volume One: Jamestown and Environs

- 1609-10:** Out of the five hundred new arrivals from the Third Supply Mission, only sixty survive the winter. During this “Starving Time,” hunger drives colonists to murder and cannibalism.
- 1610:** What history will call the First Anglo-Powhatan War (1610-1614) begins when Governor George Percy sends seventy armed men to attack the settlement of the Paspashegh tribe of Powhatan.
- 1611:** Governor Sir Thomas Dale expands the colony by capturing Powhatan lands.
- 1612-13:** Fighting continues as the English expand and the Powhatan raid.
- 1614:** Governor Dale brokers a peace between the Colony and the Powhatan, sealing the arrangement by marrying John Rolfe to Pocahontas (Matoaka) and thus ending the First Anglo-Powhatan War.
- 1616:** Chief Powhatan (Wahunsenacawh) dies. His brother Opechancanough assumes paramount chieftaincy over the Powhatan Confederacy.
- 1622:** What history will call the Second Anglo-Powhatan War (1622-1632) begins on 1 April, when Powhatan infiltrators launch a coordinated surprise attack from within the Colony, killing three hundred of the twelve hundred colonists. Following this “Jamestown Massacre” comes a decade of skirmishes, kidnappings, burnings of houses and crops, and further massacres by both sides. Colonists would later cite the 1622 attack as evidence of the moral and spiritual degeneracy of the Powhatan, and as justification to burn their villages and “surprise their corn.”
- 1624:** Amid the chaos of this war, the Crown revokes the charter of the London Company and assumes direct control of the Virginia Colony, making it thereafter a Crown Colony.
- 1625:** The English arrange strategic truces that enable the Powhatan to resume planting maize, only so that the English can steal their harvests. But unexpected gunpowder shortages curtail the colonists’ raiding.
- 1627:** New supplies of gunpowder enable colonists to mount raids not only against the hegemonic Powhatan, but also against other Algonquian-speaking polities further afield, including the Appamattoc, the Chickahominy, the Nansemond, the Warraskoyak, and the Weyanoke.
- 1632:** On 30 September, Governor Sir John Harvey signs a formal peace with the Powhatan, against the objections of many colonists, who see the truce as an end to their plunder of Powhatan foodstuffs. Colonists build a palisade nearly six miles long to wall off the Virginia Peninsula.



The English long ago expanded the original triangular fort of Jamestown into an irregular five-sided affair, walled by palisades, surrounding buildings hastily constructed on the foundations of older shelters. At the original three corners rise semicircular earthen bulwarks, fortifications armed with cannons and counter-sunk powder magazines. A longer palisade now walls off the entire Virginia Peninsula, making Jamestown an inner defense against the Powhatan as well as an outer, naval fort against the Spanish.

Most planters have come expecting to profit by a few years of labor and extreme hardship. Tobacco exhausts the soil quickly, so planters expect to abandon their current homes after a few seasons; both masters and servants therefore live in houses that seem crude and shabby despite their newness.

Planter, Servant, Slave, Indian

Servant usually denotes a person bound by an *indenture*, a contract requiring labor for up to seven years. The master of an indentured servant pays for the servant's transportation to the Colony as well as the servant's food, clothing, tools, and housing for the duration of service. Upon completion of the indenture, the master pays the freed servant in money, goods, and possibly land.

Slave denotes a person bound to lifelong servitude. In 1619, some twenty African slave laborers, hailing from the Kongo and Ndongo Kingdoms, had arrived in Jamestown; these captives traveled aboard the slave ship *San Juan Bautista* until privateers





Colonist House Floor Plans



captured them to sell in English colonies. In the 1630s, slavery plays only a minor role in the economy of Virginia; chattel slavery based on legalized racial categories, as English colonies would later practice it, does not yet exist. Only in 1639 would Virginia law ban free Blacks from carrying firearms, and only in 1640 would the Colony establish lifelong enslavement as a possible punishment for free Black persons. The codification of the legal categories of *black* (convertible into property) and *white* (not convertible into property) would not come until the 1660s. Therefore, although English and other Europeans compose most of the Colony's population, the Virginia of 1633 has not yet formally established racism as the basis for its division of labor. Other Black persons in the Colony come as indentured servants, enjoying the same legal status as their European peers, although they might face prejudice and xenophobia.

Despite English suspicions, one will also meet *Indians* within the palisade. This term refers to any indigenous person. Powhatan regularly enter the Colony as traders, guides, and diplomats. A few have converted to Christianity, many have learned some English, and some have even married English and settled in the Colony (often to escape abuse in their home villages).

The Jamestown Fort

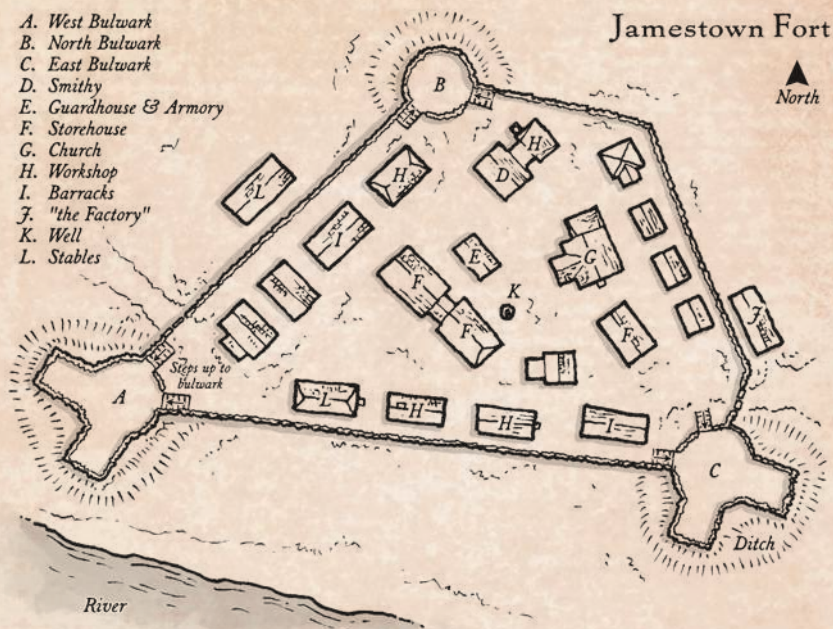
The fort houses barracks, workshops (including a bakery, a corn mill, and two smithies), storehouses (holding foodstuffs, raw materials, and finished goods), and the homes of a few colonists whose work keeps them here (for example, the baker). The fort's irregular shape coupled with the English love of grids has resulted in a layout where buildings follow several different orientations, usually paralleling the nearest wall of the fort.

- A. **WEST BULWARK:** On each bulwark stand two demi-cannons, each capable of firing thirty-two-pound shot and requiring four soldiers to aim, load, and fire. Ten soldiers guard each bulwark at all times.
- B. **NORTH BULWARK**
- C. **EAST BULWARK**
- D. **SMITHY:** Here one can get horseshoes, nails, and common tools, but not weapons.
- E. **GUARDHOUSE AND ARMORY:** In this building of fieldstone, soldiers guard muskets and ammunition.
- F. **STOREHOUSES:** Most hold tobacco awaiting shipment.
- G. **CHURCH:** This new church stands where the old wall of the original palisade stood.



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- A. West Bulwark
- B. North Bulwark
- C. East Bulwark
- D. Smithy
- E. Guardhouse & Armory
- F. Storehouse
- G. Church
- H. Workshop
- I. Barracks
- J. "the Factory"
- K. Well
- L. Stables



- H. **WORKSHOPS:** These structures, some open-walled, shelter work of various kinds, especially the finishing of tools and the grinding and malting of grain.
- I. **BARRACKS:** Each has bunks for up to thirty soldiers.
- J. **"THE FACTORY":** Since the surprise attack on Jamestown in 1622, the English prefer not to admit large numbers of Powhatan into the fort, so this workshop doubles as a trading house for commerce with Powhatan visitors.
- K. **WELL:** This well remains in use, though the fort's population has grown such that other wells outside now supplement it.
- L. **STABLES:** Each shelters up to two dozen horses.

At any time, forty soldiers guard the fort, ten on each bulwark and five at each gate. By day, another twenty perform labor (especially maintaining the palisades) while twenty more patrol outside the fort.

By day, assume a hundred civilians in and around the fort, most of them servants on errands from nearby plantations. By night, a tenth as many.



Some Jamestown Personalities

If the Player Characters spend significant time in Jamestown, they may meet the following persons.

EDMUND COKES: **Armor 12, Move 120'**; 0 Level, hp4, pike d8 or arquebus d8, **Morale 10.**

This burly tailor hails from Hertfordshire. After earning his freedom, he sent for his freckled wife, Theresa. Together, they have built a reputation less for their new work than for their extraordinary ability to mend, patch, and re-line garments. In her more irreverent moods, Theresa refers to their shop as Bethany, and their work as resurrection.

SERGEANT HAROLD ELWYN: **Armor 15** (pikeman's armor), **Move 60'**; 2nd Level Fighter, hp9, sword d8 or firearm d8, **Morale 7.**

Sergeant Elwyn hails from Devonshire. His men regard him as both capable and affable, although too fond of drink, and too given to maudlin reminiscences about the sweetheart he lost to a riding accident.

SIR JOHN HARVEY, GOVERNOR: **Armor 12, Move 90'**; 0 Level, 5hp, sword d8, **Morale 7.**

Sir John, now in his early fifties, received appointment by the King to govern the Crown Colony. He arrived in March 1629, establishing Boldrup Plantation and a reputation for arbitrary and heavy-handed rule. (The historical Governor Harvey faced impeachment and removal from office in 1634.) If the Player Characters do some great service to the Colony, Sir John will reward them as generously as he can without inconveniencing himself or his political allies.

Sir John never goes abroad without both a secretary and a guard, both zero-level, the guard armed with pistol, musket, and sword.

IRIS HUTSON: **Armor 12, Move 120'**; 0 Level, hp3, knife d4 or pistol d8, **Morale 8.**

This sunny, gap-toothed Londoner earned her freedom but still manages a warehouse for her planter master. Miss Hutson, as everyone calls her, has a reputation for effortlessly knowing everyone's business, but she knows that the secret lies in an effortful mixture of listening, flirtation, and the Brazilian rum she keeps beneath the counter.



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JACOB O'DELL: **Armor** 12 (leather apron), **Move** 120', 0 Level, hp3, hammer d6 or musket d8, **Morale** 9.

This short, wiry blacksmith hails from Warwickshire. After the end of his indenture, he sold his land grant back to his former master, and used the money to transport his own indentured servants; he now employs half a dozen. The shop prospers more through O'Dell's business acumen and the scale of the operation than through the quality of its wares.

O'Dell survived the Jamestown Massacre of 1622, and since then, he has made a policy of not trusting Indians, "nor heathen nor baptized".

REYNOLD SACKVILLE: **Armor** 13 (buff coat), **Move** 120', 3rd Level Fighter, hp12, sword d8 or arquebus d8, **Morale** 7.

This baker hails from Leicestershire. He spent some years as a mercenary on the Continent, fighting along the Spanish Road; during the 1630 Swedish invasion of the Holy Roman Empire, he decided he had had enough of land, and put to sea.

Unlike most of his neighbors, he found his way to the Virginia Colony a free man. There he married a Powhatan woman (Christian name Mary) with whom he has three children. He speaks German, Spanish, and enough Latin to impress his neighbors as "the lettered baker."

SAMUEL, OR "NO SHOT FOUND HIM": **Armor 12, Move 120'**, 5th Level Specialist, 19hp, bow d6 or hatchet d6 or arquebus d8, **Morale 8**.

This Powhatan grew up in the Virginia Colony. He has native fluency in both English and Powhatan, and advanced proficiency in Tutelo (the language of the Monacans). His nose crooks left from a long-ago break.

Depending on what adventure hook the Referee uses, Samuel can act as a guide or as an NPC contact. He has traveled widely in the region, and he has visited bands of Monacans west of the Fall Line. He respects and fears Trefusis #1, both for the Doctor's worldly power and for the wizardly power that the Doctor has used in Samuel's presence. Samuel will fight to defend himself, but he will not risk his life to protect foreign adventurers unless they first save his life at obvious risk to their own. He has seen too many English break their word.



News

Assume the most recent English vessel landed 2d20 days ago. Add to this the six weeks' average travel time from England, and you arrive at the age of the latest news from overseas.

For local news, roll d12.

Jamestown News

Roll

<i>1d12</i>	<i>Result</i>
1	birth
2	stillbirth
3	baptism
4	burial
5	sudden death of prized horse
6	gardens destroyed by escaped pigs
7	servant dead by accident
8	servant escaped into wilderness
9	servant beaten, may not survive injuries
10	Powhatan seen on English land by night
11	mysterious theft
12	planter's sudden death, plantation in disarray

"Servant dead by disease" happens every day, so it does make the list.

Rumors

For gossip, roll d12. At the Referee's discretion, any could prove true.

Jamestown Rumors

Roll

<i>1d12</i>	<i>Result</i>
1	Doctor Trefusis went inland with a small party, last seen at [X place].
2	The Powhatan have seen talking fish that walk on land.
3	A mountain has grown in the center of a Monacan village, killing all who laid eyes on it.
4	A hairy giant, faceless, eats Powhatan.



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Roll

1d12 Result

5	Colonists saw something strange appear in the sky. (Roll on "Seen in the Sky," page I.76.)
6	Colonists saw a strange beast along the river. (Roll on "Disastrous Life," page I.63.)
7	In a Powhatan village, something fell from the sky. (Roll on "Falling from the Sky," page I.83.)
8	A runaway servant returned to his master after glimpsing headless people with mouths and eyes in their chests. (See "Downy and Acephalous Deceivers," page III.316.)
9	In a Powhatan village, something fell from the sky, and those who ate of it sickened and died. (Choose from "Falling from the Sky," page I.83.)
10	Powhatan hunters saw a band of one-footed people hopping swiftly through the forest. (See "Monopedal and Parliamentary Closers," page III.321.)
11	Powhatan fishermen met a band of dog-headed people who could talk. (See "Felicephalic and Truthful Commensalists," page III.317.)
12	Monacans have fled two villages in the Piedmont. (See "Village of the Spirit Snail," page II.104, and "Trees of Flesh and Amber," page II.108.)

Money and Outfitting

In Jamestown, little coin changes hands, as most transactions use credit or barter. Adventurers can buy goods listed as available in Rural markets in *Rules and Magic*, but at double the normal price. Adventurers might have artisans make items to order, but this will result in only average quality.

Gear will depend on the adventure hook the Referee uses. Someone outfitting an expedition into the interior might equip it with the following.

- axe
- blankets (one per person)
- canoe, dugout
(seats four, requires two to portage)
- half-gallon jug of maize whiskey
(100 proof)
- hatchet
- iron pot with lid
- pail, wooden
- rations, five days per person
(mostly in maize hardtack)
- rope, 100'
- spade
- stakes, 20 (no mallet)
- tarpaulin, oiled sailcloth
- tinder, flint, and steel
(two such kits)
- tobacco, five-pound sack
- torches, 20



Colonist Names

English Given Names

Roll 1d20	Masculine	Feminine
1	Andrew	Alice
2	Christian	Anne
3	Daniel	Avis
4	Francis	Constance
5	Geoffrey	Elizabeth
6	George	Elsa
7	Francis	Emma
8	Hugh	Faith
9	Humphrey	Jane
10	James	Joan
11	John	Judith
12	Luke	Katherine
13	Matthew	Margaret
14	Michael	Martha
15	Peter	Mary
16	Richard	Rebecca
17	Robert	Rose
18	Samuel	Sarah
19	Thomas	Susan
20	William	Winifred



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English Surnames

	01-25	26-50	51-75	76-100
1	Aleshire	26 Dickinson	51 Jenkins	76 Reeves
2	Alton	27 Dorrian	52 Jermyn	77 Roberts
3	Ashcroft	28 Downing	53 Johnson	78 Robinson
4	Astley	29 Driscoll	54 Johnston	79 Rose
5	Ayres	30 Dunn	55 Jones	80 Rutledge
6	Bailey	31 Earnshaw	56 Kilmister	81 Scott
7	Baker	32 Edgerton	57 King	82 Smyth
8	Beacham	33 Edwards	58 Lane	83 Steer
9	Bostwick	34 Evans	59 Lant	84 Stratton
10	Brown	35 Fleck	60 Lewis	85 Stewart
11	Brooks	36 Ford	61 Marshall	86 Stuart
12	Burbridge	37 Fowler	62 Martin	87 Taylor
13	Burcham	38 Graham	63 Morgan	88 Thirtle
14	Burr	39 Green	64 Moss	89 Thompson
15	Butler	40 Griffiths	65 Murray	90 Tipton
16	Byford	41 Halford	66 Nance	91 Trimble
17	Clarke	42 Hall	67 Nelson	92 Troughton
18	Cliburn	43 Harris	68 Nuttall	93 Walker
19	Clinton	44 Hart	69 Oborn	94 Ward
20	Collingwood	45 Hill	70 Oldham	95 White
21	Cox	46 Hughes	71 Paget	96 Williams
22	Crosbie	47 Isley	72 Pelham	97 Wislon
23	Crossley	48 Ivens	73 Pendlebury	98 Wood
24	Davies	49 Jackson	74 Pyne	99 Wright
25	Davis	50 James	75 Rees	100 Young

Colonist Belongings

Despite the nominal peace, a decade of raids and massacres—both those suffered and those committed—has left the Colonists wary of their Indian neighbors. Assume that any planter met outside the home carries a sword and at least one loaded firearm, and that any male servant has a weapon at hand (d8: 1-2 axe, 3-4 pike, 5-8 firearm).

A servant might carry (d6-2)sp in coins.

A planter who mistrusted his housekeeper

might carry (2d4 × 100)sp worth, most often the eight-*reale* Spanish dollar.

Use the table below to generate items that a Colonist owns or carries. For someone met near a farm compound, roll once; for someone met further afield, roll three to five times.

Colonist Belongings

Roll

1d100

Belonging

1	bacon, five-pound slab, wrapped in oilskin
2	Bible, Coverdale (1537 translation): printing from 2d6 years ago
3	Bible, Coverdale: printing from 4d8 years ago, containing annotations by d4 hands
4	Bible, Geneva (1560 translation): printing from d4 years ago
5	Bible, Geneva: printing from 2d6 years ago, containing annotations by d4 hands
6	Bible, Geneva: printing from 3d8 years ago, containing annotations by d6 hands
7	Bible, Great (1539 translation): printing from 2d6 years ago
8	Bible, Great: printing from 3d8 years ago, containing annotations by 2d4 hands
9	Bible, King James Version (1611 translation): printing from 2d8 years ago
10	block and tackle
11	<i>Book of Common Prayer</i> : printing from 2d4 years ago
12	<i>Book of Common Prayer</i> : printing from 2d20 years ago, falling apart
13	brandy, Armagnac, pint, nearly finished
14	brandy, Kirschwasser, half-pint, unopened
15	buckle, silver, worth 2d12sp

Gunfire

Firearms play an important role as emergency signals. Any discharge within earshot of a settlement will create alarm: in five minutes, 2^{d6} armed servants and planters will arrive to investigate, with a second wave of 3^{d6} arriving after ten minutes. Gunfire near the fort will prompt the soldiers to take the field and bring their cannons to the ready.

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Roll

1d100 Belonging

16	candles, 2d4
17	charcoal, five-pound bag
18	chestnuts, d3+1 rations
19	cleaver, cutting board, and whetstone
20	cloak, fine, 2d8sp
21	compass, mariner's
22	cooking pot, with lid, spoon, and ladle
23	copper sheets, 2d4, wrapped in tobacco leaves, for trade with Powhatan, worth 5sp each
24	cross, silver, worth 2d20sp
25	cross, wooden
26	crucifix, gold, Spanish, worth (2d6 × 100)sp
27	crucifix, silver, worth 2d20sp
28	crucifix, wooden
29	dominoes, Chinese ivory, 32-piece set, worth 2d20sp
30	fine leather purse with Genovese maker's mark, worth 2d4sp
31	fishing pole, line, and hooks
32	flute, tin
33	folding knife, worth 2d6sp
34	glass beads, pouch of 2d1,000, to trade with Powhatan
35	ink, quills, penknife, and diary
36	Jew's harp
37	lantern, empty
38	lantern, with flask of oil
39	letter, finished and sealed, to family in England
40	letter, unfinished, to family in England
41	maize cakes, fresh, d3+1 rations
42	maize cakes, hard, d6+1 rations
43	maize, five pounds, unground, in sack
44	maize, five pounds, ground, in sack
45	magnifying glass
46	manacles, d4 sets, with chains for each set



Roll

1d100 Belongings

47	map, detail of Kent, England, cut from <i>Atlas of the Counties of England & Wales</i> (c.1579)
48	map, hand-drawn copy from an atlas of the Spanish Main, late 1620s
49	map, hand-drawn, showing radius of 2d20 miles at (d8 × 10)% accuracy
50	merkin, in use
51	merkin, unworn
52	mirror, glass
53	mirror, steel
54	oil lamp, tin, empty
55	oil lamp, tin, with flask of oil
56	pelts, beaver, 2d6, worth 2d12sp each
57	pelts, muskrat, 2d6, worth 2d4sp each
58	playing cards, from the Worshipful Company of Makers of Playing Cards, London
59	playing cards, German or Swiss
60	powder horn, 3d20 shots
61	powder horn, ornately stoppered, 3d20 shots, worth 2d6sp
62	powder horn, silver-tipped, 3d20 shots, worth 3d20sp
63	rag doll (or witchcraft poppet)
64	razor and strop
65	riding boots, high quality, worth 2d20sp
66	riding crop
67	ring, gold, inscribed to an ancestor, worth (2d6 × 100)sp
68	ring, gold, inscribed to wearer's sibling of the opposite sex, worth (2d4 × 100)sp
69	ring, gold, with signet of an English family unrelated to the wearer, worth (2d8 × 100)sp
70	ring, silver, inscribed to wearer, worth 2d12sp
71	ring, silver, plain band, worth 3d12sp
72	ring, tin, <i>fede</i>
73	rope, sixty feet
74	rosary, plain, one-decade (used in covert Catholic prayer)
75	rosary, Venetian, with silver crucifix and amber decade beads, worth 3d20sp
76	sandglass, half-hour, bronze, inscribed with skulls on either side of the motto <i>Tempus Fugit</i> , worth 2d20sp



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Roll

1d100 Belonging

77	ship's biscuit, wheaten, d6+1 rations
78	snuff bottle, glass, Chinese, worth d8sp
79	snuffbox, bronze, Beninese, worth 3d6sp
80	snuffbox, ivory, Portuguese, worth 3d12sp
81	snuffbox, silver, Spanish, worth (2d4 × 100)sp
82	snuffbox, wood, Spanish, worth d4sp
83	spyglass, Dutch, d3+2 times magnification, worth (2d6 × 100)sp
84	squash, 2d8 fruits
85	tarot deck, Tarocco Bolognese
86	tent, canvas, eight-person, with cord and stakes
87	tobacco pipe, clay, packed with one smoke
88	tobacco pipe, fine Powhatan work, and pouch of tobacco
89	tobacco pipe, long-stemmed Chinese, and empty tobacco pouch
90	tobacco pipe, plain wooden, and pouch of tobacco
91	tool kit, ship's carpenter's, worth 2d20sp
92	tool kit, gunsmith's, including flints and spare parts, worth 6d20sp
93	tool kit, surgeon's, including knives, forceps, saw, and either brandy (70%) or opium and Turkish pipe (30%), worth 4d20sp
94	tool kit, tinker's, worth 2d20sp
95	torches (tarred pine knots), 2d4
96	venison, smoked, 2d4 rations
97	wheaten bread, d3+1 rations
98	whiskey, one-pint jug (half-empty)
99	wine, Cornish, unopened bottle
100	wine, Tuscan, bottle set in a <i>fiasco</i> basket (half-full)



Scripture, 1633

Any English who can read have read from the Bible, and some may even quote the upstart King James Version of 1611, source of the following. Roll dzo.

Scripture, 1633

Roll 1d20	Quotation
1	How doth the city sit solitary, that was full of people! How is she become as a widow! (Lam. 1:1)
2	Jerusalem hath grievously sinned... Her filthiness is in her skirts; she remembereth not her last end. (Lam. 1:8-9)
3	Zion spreadeth forth her hands, and there is none to comfort her... Jerusalem is as a menstruous woman among them. (Lam. 1:17)
4	Behold, O Lord; for I am in distress: my bowels are troubled; mine heart is turned within me; for I have grievously rebelled. (Lam. 1:20)
5	The Lord hath purposed to destroy the wall of the daughter of Zion. (Lam. 2:8)
6	Mine eyes do fail with tears, my bowels are troubled, my liver is poured upon the earth, for the destruction of the daughter of my people. (Lam. 2:11)
7	Thy prophets have seen vain and foolish things for thee. (Lam. 2:14)
8	All that pass by... hiss and wag their head at the daughter of Jerusalem, saying, Is this the city that men call the perfection of beauty? (Lam. 2:15)
9	It is of the Lord's mercies that we are not consumed, because his compassions fail not. (Lam. 3:22)
10	The Lord is my portion, saith my soul; therefore will I hope in him. (Lam. 3:24)
11	Mine enemies chased me sore, like a bird, without cause. They have cut off my life in the dungeon, and cast a stone upon me. (Lam. 3:52-53)
12	I called upon thy name, O Lord, out of the low dungeon. (Lam. 3:55)
13	Even the sea monsters draw out the breast, they give suck to their young ones: the daughter of my people is become cruel. (Lam. 4:3)
14	They that be slain with the sword are better than they that be slain with hunger: for these pine away, stricken through for want of the fruits of the field. (Lam. 4:9)
15	The hands of the pitiful women have sodden their own children: they were their meat in the destruction of the daughter of my people. (Lam. 4:10)
16	Our persecutors are swifter than the eagles of the heaven: they pursued us upon the mountains, they laid wait for us in the wilderness. (Lam. 4:19)



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Roll 1d20	Quotation
17	We have given the hand to the Egyptians, and to the Assyrians, to be satisfied with bread. (Lam. 5:6)
18	We gat our bread with the peril of our lives because of the sword of the wilderness. (Lam. 5:9)
19	...the mountain of Zion, which is desolate, the foxes walk upon it. (Lam. 5:18)
20	Thou, O Lord, remainest for ever; thy throne from generation to generation. (Lam. 5:19)





SAMPLE PLANTATION : NEW DUNSTER

On the south bank of the James, six miles upriver from the fort, stands the New Dunster plantation of Dr. John Trefusis, established 1625. The current buildings date from 1630, the year Trefusis abandoned his first fields, their soil depleted. To the northwest, the Warp rises in the sky.

Trefusis and his neighbors captured this land during the recent War, and they now seek to annex more land from Powhatan bands in the interior. But Trefusis secretly uses magic to improve upon established tactics. For example, last fall, Trefusis arranged for his pigs to escape so that they damaged the crops of a nearby Powhatan village. When he then visited his neighbors to offer trade goods in compensation, he used *Charm* and *Suggestion* on their elders, who ceded their former fields in exchange for more goods.

On Sundays, Anglican priest Edmund Johnston comes across the river to hold service in the curing-house (page I.37). He invariably stays to noon dinner with Trefusis. Johnston participated in many skirmishes and raids during the recent War.

THE REVEREND EDMUND JOHNSTON: **Armor 12, Move 120', 6th Level Fighter, 22hp, firearm d8 or cutlass d8, Morale 10.**

In the Colony, only Reverend Johnston calls Trefusis “Jack.”

The Servants

In addition to its master, New Dunster comprises three dozen servants organized into three crews: Field, House, and Factory. All but one servant works under indenture.

The Field crew, largest of the three, does the heaviest work: they fell trees, they maintain the palisade, and they plant, tend, and harvest “the Leaf”—tobacco. Their overseer, Francis Bell, has an athlete’s competitiveness and a religious mission to turn the “wilderness” of Virginia into a “garden.” He brawls readily, but without malice.

FRANCIS BELL: **Armor 12, Move 120', 2nd Level Cleric, 11hp, firearm d8 or double-bitted axe d8, Morale 9.** Silver ring (25sp), key to Armory (page I.37).
Spells: *Command, Cure Light Wounds*

The House crew, mostly women, cures tobacco, cleans the living quarters, tends the gardens and livestock, and makes, mends, and washes clothing. Mrs. Driscoll oversees. This flinty Presbyterian widow shows familial loyalty to her master. Her husband lies buried on the site of the first New Dunster farm, a few miles downriver. Mrs. Driscoll,



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alone of all the servants, has seen Trefusis's upstairs personal quarters. She enters once a week, always under his supervision, to clean.

NANCY DRISCOLL: **Armor 12, Move 120'**, 0 Level, 5hp, firearm d8 or iron marlinspike d3. Wooden cross, key to Armory (page I.37), **Morale 11**.

The Factory crew, smallest of the three, arranges the shipment of Dunster Leaf. They also arrange the work schedule, maintain the boats and the armory, and conduct the weapon drills that keep the servants ready against Powhatan or Spaniards.

The Factory crew works under Manuel de Kulashingo, a quiet Angolan freedman who claims royal birth. De Kulashingo's former owner arranged his sale to Trefusis on the condition of de Kulashingo's manumission after five years, and de Kulashingo's talents for communication, organization, and intimidation led Trefusis to agree. Alone of Trefusis's servants, de Kulashingo draws a salary and has the master's permission to wear a sword within the palisade.

MANUEL DE KULASHINGO: **Armor 12, Move 120'**, 3rd Level Specialist, 13hp, firearm d8 or basket-hilt sword d8, **Morale 9**. Purse containing d1,000sp worth of Spanish gold, key to Armory (page I.37).

Languages: Kimbundu, Portuguese, English.

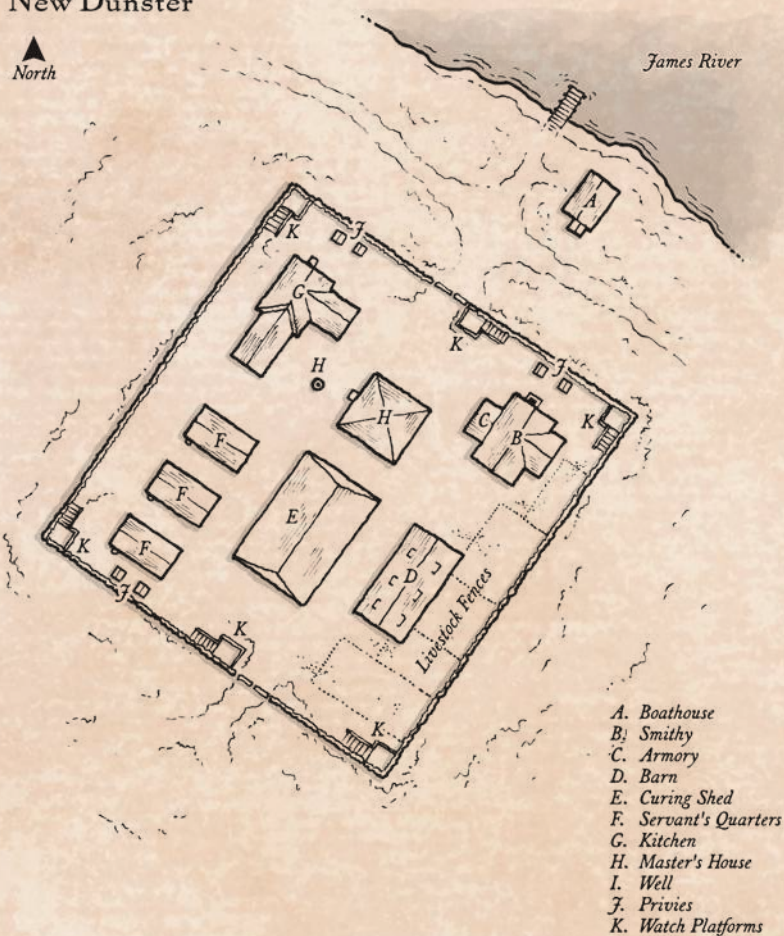
All three overseers fought beside Trefusis in the Second Anglo-Powhatan War, so they will not readily turn against him. Moreover, Trefusis has placed each under a *Suggestion* to inform him of any conspiracy against either his privacy or against the plantation's commercial interests.



The Plantation

Most visitors arrive by river, and they see the haze from the tobacco-curing house long before they see the palisade. Fields of beans, squash, and maize surround the compound, while to the south sprawl fields of tobacco.

New Dunster



Cape Henry

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At each corner of the palisade, and beside the north and south gates, stands a watch platform. In this time of relative peace, none keep watch by day; by night, an armed servant keeps watch in each tower.

- A. **BOATHOUSE:** This open-sided building shelters three Powhatan-style dugouts, which seat four each, and an English launch with sail and oars, which seats a dozen. Pots of tar bubble at the fire, and ropes hang drying.
- B. **SMITHY:** Here work smiths and carpenters. Tools abound. The rafters hold lumber and three dozen pikes.
- C. **ARMORY:** This fieldstone addition abuts the smithy. Only Trefusis and his three overseers have keys to the padlock on its oaken door. The armory holds the following:
 - two dozen muskets
 - one dozen pistols
 - one dozen swords
 - six kegs of powder
 - one dozen bags of shot
 - one falconet (light cannon) on a wheeled carriage
 - sixty grapeshot canisters (for the falconet)

One person can move the falconet. With a crew of two to load it, it can fire once per minute.

- D. **BARN:** The barn houses four draft horses and two oxen, and it shelters the plantation's oxcart. Outside, pens hold a dozen pigs and twoscore chickens.
- E. **CURING-HOUSE:** A double row of posts supports the roof. Tobacco cures in the smoke of multiple fires.
- F. **SERVANTS' QUARTERS:** Each of these buildings houses 3d4 servants. Women live in the southern building, men in the northern two. Each building has a hearth, bunks, and no privacy.
- G. **KITCHEN:** In the main building, servants begin before dawn to prepare the day's food, working at hearths, chopping blocks, and brick ovens. Roofed porches shelter roasting, frying, and soap-making.
- H. **MASTER'S HOUSE:** Only this building has an upper story. Downstairs, a dining room with a hearth lets Trefusis receive visitors in modest comfort, and a guest bedroom allows him to house those who stay past dark. At night, Trefusis brings in his three dogs (Lachesis, Mollie, and Spur), who sleep by the hearth.



Upstairs, a peak-roofed chamber serves as Trefusis's quarters. A curtain separates his bed and wardrobe from his laboratory and library. Each of the latter will fetch 12,000sp.

If Trefusis leaves with the intention of staying elsewhere overnight, he carries his spellbook, but otherwise, he keeps it here. His other notes include scroll versions of all the spells in his spellbook (page I.39); the spells *Clone*, *Disintegrate*, and *Reverse Gravity*; and details explaining the safe use of the magic items he carries.

A cat-fancying demon protects the building's second story. The first intruder who enters this space unaccompanied by Trefusis will see what look like thirteen cats creep out from behind and beneath furniture. If the intruder does not depart immediately, then on the subsequent round, the cats attack, automatically costing the intruder d4 hit points per round.

Each additional intruder trebles the number of cats that manifest. For each intruder beyond the first, use the next larger die for damage: d6 damage apiece for two intruders, d8 for three, and so on. The cats cannot exist outside the room.

Anyone armed may kill one cat per round, but others replace their fallen comrade. *Dispel Magic* and similar spells cause the cats to vanish, unable to manifest until the next sunset. The cats cannot manifest with Trefusis present.

The Master

Dr. John Trefusis has long, fine teeth stained yellow by pipe smoking. He dresses plainly and speaks with quiet self-possession, even about his deceased wife. 2d4+1 days before the adventurers' arrival, he left to investigate the Warp.

He has several short- and medium-term goals (which differ from those of the Second Trefusis, page II.122).

LEARN ABOUT THE WARP: He has met a band of New People (Downy and Acephalous Deceivers, page III.316), from whom he heard only falsehoods, and from which his party only narrowly escaped. He has spoken with the Displaced Monacans (page II.103), who told him about the calamity that befell their village. And he has eaten of the Cicada Eruption (page II.132), discovering its strange properties.

EXTERMINATE NEW PEOPLE: He has learned enough about New People, both alive and during his field necropsy of a slain Deceiver, to seek their destruction.

LEARN ESCHATOLOGICAL AND TEMPORAL SECRETS: Two winters ago, Anetta Trefusis, the Dutch wife who came with Trefusis to Virginia, died of fever. Trefusis has not recovered from the loss, but has instead turned to



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necromancy, seeking to recall her to the world. His magical experiments have therefore focused on displacements through time, the possession of bodies by disembodied minds, and the projection of physical simulacra.

Unless the adventurers meet Trefusis #1 earlier, then on 13 April, he will find the Spacehole to “Our Chiral Yesterdays” (page II.198) in the Eye of the Warp, and he will then start using it to travel backwards in time. If he learns of the Transcriptor (page II.153), he will try to transcribe his wife’s mind into a new body.

DOCTOR JOHN TREFUSIS (VERSION #1): **Armor** 13 (buff coat), **Move** 90', 12th Level Magic-User, 30hp, arquebus d8 or sword d8, **Morale** 9.

Spells by Level

1st: Charm Person (×2), Comprehend Languages, Magic Missile, Sleep

2nd: ESP, Invisibility, Phantasmal Force, Speak with Animals

3rd: Dispel Magic, Fly, Hold Person, Suggestion

4th: Dig, Polymorph Others, Wall of Fire

5th: Contact Outer Sphere, Telekinesis

6th: Animate Dead Monsters, Suggestion (Mass)

SPELLBOOK (SPELLS IN BOLD APPEAR IN “NEW MAGIC-USER SPELLS,” PAGE III.296):

*Animate Dead, Animate Dead Monsters, Charm Person, Clone, Comprehend Languages, Detect Invisible, Dig, Dispel Magic, **The Dunster Dollhouse Diminution**, ESP, Feather Fall, Fly, Gaseous Form, Grasping Hand, **Indentition of the Bonded**, Invisibility, Magic Jar, Magic Missile, **Mathemic Decountancy**, Mind Switch, Mirror Image, Phantasmal Force, Phantasmal Psychodelia, Polymorph Others, Sleep, Speak with Animals, Speak with Dead, Stinking Cloud, Suggestion (Mass), Summoning, Telekinesis, Trap the Soul, and Wall of Fire.*

VALISE: Here Trefusis carries a mundane notebook and writing tools, as well magical paraphernalia. These include the following.

-  spellbook (see above)
-  a leather folder of scrolls: *Grasping Hand*, *Mirror Image*, and *Speak with Dead*
-  the “medicine chest” (as he calls it)
- d4+1 licorice drops that allow the eater to *Fly*
- d4+1 corn dodgers that allow the eater to exhale a *Stinking Cloud*
- d4+1 doses of snuff that allow the sniffer to *Comprehend Languages*



IVORY LOCKET: On a plain leather cord around his neck, Trefusis wears a locket containing an ivory portrait of his deceased wife, Anetta.

This miniature serves as a receptacle for Anetta Trefusis's disembodied mind, which John Trefusis has called across time. If any person other than Trefusis carries the locket, Anetta may attempt once per day to possess that person: if the target fails a saving throw versus Magic, then Anetta takes control of the target's body. She speaks English with a Dutch accent. Meanwhile, the target's soul becomes trapped in the portrait—which now assumes the appearance of the trapped person. The first possession lasts 12 hours, the second lasts 24, and so on. If Anetta possesses a body for twenty-four hours consecutively, she will control it permanently.

BONE WHISTLE: On a woven leather cord around his neck, Trefusis wears two whistles, one of tin and one of carved bone. The tin he uses to call his dogs; the bone, he uses to call an otherworldly servitor, the Eustachian Assiduant (page III.349).

If someone blows the bone whistle, it emits no sound, but the blower experiences pain like that of a ruptured eardrum. One of the blower's ears seems to go deaf—until the Assiduant, now dwelling in the ear, begins to speak to the blower.

The Assiduant stores goods for its master in an extradimensional space. If Trefusis has gone afield to investigate the Warp, then Assiduant has stored for safekeeping Trefusis's laboratory and library (see H: Master's House, page I.37). Retrieving either will require one of the "three payments" (page III.350). Trefusis's notes contain techniques for *Summoning*, binding, and managing the Assiduant.



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Rumors About Trefusis

Roll

Id/2 Rumor

1	His left foot has a sixth toe.
2	His breath smells of the grave.
3	He practices witchcraft against rival planters.
4	He suffers earaches because of an Indian curse.
5	In the War, he used black magic against the Powhatan.
6	Catholics burnt his great-grandfather as a sorcerer in Geneva.
7	He has a feeble-minded son in London, cared for by distant kin.
8	In the War, he took Powhatan blood to use in alchemical experiments.
9	He has children by a Powhatan woman in a village beyond the Fall Line of the James.
10	When he travels, a familiar demon carries his personal effects, leaving his upstairs rooms empty.
11	Night guards have heard multiple voices in conversation from the upper floor of the master's house when none but the master have entered.
12	Sometimes, a figure appears to leave the master's house at night and go to the barn, setting the dogs barking. Later searches reveal no intruder.



PLANTATION GENERATOR

Drop a d4, d6, d8, d10, d12, and d20 on a sheet of paper. The dice indicate relative positions of buildings.

-  **D4:** master's house
-  **D6:** servants' quarters
-  **D8:** barn

-  **D10:** workshop
 **D12:** tobacco-curing house
 **D20:** kitchen

The highest result on any die, times three, gives the total number of residents. The lowest result on any die gives the number of free persons, neither indentured nor enslaved (i.e., planter and family), while the lowest result on any die, minus two, gives the number of slaves.



INDIGENOUS PEOPLES

By 1633, the English had decades of experience with the Powhatan, a confederacy of several dozen Algonquian-speaking groups united under a paramount chief. The English knew of, but had little contact with, the Monacans, a Siouan-speaking people who dwelt in the Piedmont, west of the Falls of the James River.

The Warp rises through lands in eastern Monacan territory, west of the Fall Line and just beyond Powhatan sovereignty. The Powhatan traditionally treat the Monacans as enemies.

Because of the recent peace between the English and Powhatan, indigenous NPCs will show caution regarding foreign adventurers. In any encounter, the indigenous side will seek to avoid violence unless they believe that adventurers intend them harm, but if a violent confrontation happens far from English help, then foreign adventurers can expect no mercy. The Powhatan regard the torture and execution of captured enemies as a norm of war, a chance for enemy combatants to show valor one last time.

This scenario assumes that the adventurers will seek fortune or explore the Warp rather than recapitulate the bloodier phases of English settler colonialism. The book therefore includes no rules for “clearing wilderness” or “building a stronghold.” Those modes of fantasy role-play posit a land populated with killable, ungrievable populations of orcs, kobolds, and the like. Do it to humans, and we call it home invasion, mass murder, or genocide. If you want to play in that mode, this book will not help you.

Indigenous Persons : Game Mechanics

Give all indigenous men a base Attack Bonus of +2 when using a bow, to reflect lifelong, daily practice. Powhatan and Monacans lack a professional soldiery, so give combatants a Sneak Attack of two to reflect their training in woodcraft and guerrilla tactics.

Give indigenous adults a Bushcraft of five. Indigenous women have a Bushcraft of six when it comes to native plants or the crafting of goods from natural materials.

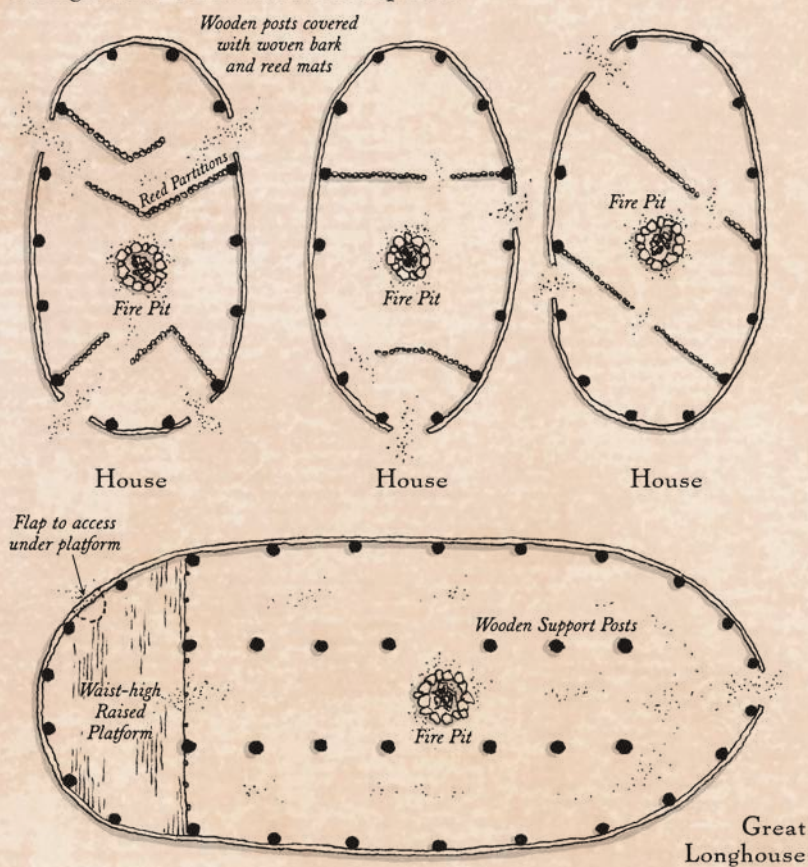
Several indigenous Clerics appear among the NPCs. The section on new spells contains three spells distinctive to Powhatan Clerics (page III.302), and not learnable by outsiders. Only Powhatan literate in the languages brought by the Colonists can learn to use Magic-User spells.

Generating Villages

If the adventurers veer away from the Warp, assume that for every d8+2 miles of travel, they encounter one small indigenous village, housing d6+1 extended families. For every extended family, assume 5d6 inhabitants and three houses.

For every four small villages, assume one large village of $2d6+4$ families, with a great longhouse at its center.

Indigenous Structure Floorplans



Languages

The Powhatan, like most peoples, had no written language, and their spoken language went extinct in the late 18th century. Therefore, knowledge of Powhatan life during the early decades of contact with the English therefore comes from archaeology and from eyewitness accounts by colonists, writers not trained in anthropology or linguistics. In the writings of Englishmen like William Strachey (1572-1621), Henry Spelman (1595-1623), and John Smith (1580-1631), Powhatan names vary in spelling according to the writer's ear. Linguists can only attempt reconstructions based on extant Algonquian languages.

A Powhatan had a secret name, given early in life, carefully guarded because of its supposed power. They also had public names, and they took additional public names that described their noteworthy deeds. Powhatan men aspired to earn many such names for valorous deeds (for example, "He Has Captured a Cannon," page I.52).

This book uses no historical Powhatan personal names for NPCs. If you want names for Powhatan NPCs, invent your own English translations. But Powhatan NPCs may refuse to give even their public names to Europeans, not wishing to hear those names gnawed and mangled.

Historians believe that the Monacans spoke Tutelo, an extinct but better-documented Eastern Siouan language. But we know even less about 1630s Monacan culture than about the Powhatan. Direct pressure from the Powhatan and indirect pressure from English drove many Tutelo speakers to migrate before the English pushed westward into Monacan territory.

Subsistence and Architecture

The Powhatan live by horticulture supplemented by foraging for wild foods. Villages consist of houses among or near plots growing beans, squash, and maize. The latter, despite its productivity during good years, grows badly in this region, and many crops fail. The Powhatan do not make or recognize claims to land not under present cultivation.

Palisades of tree trunks may surround the cores of larger villages. Dogs warn of the approach of visitors, but the Powhatan use no other animal labor. They marvel at the English use of horses.

A Powhatan house begins with an ellipse of wooden posts set into the earth, then bent inward, cross-braced, and lashed, and finally covered with woven mats of bark or reed. Houses therefore curve, lacking separate walls and roofs. Inside, posts hold up reed-



mat platforms for sleeping and storage, and reed partitions offer visual but not auditory privacy. Open-sided sheds cover work areas and drying plants.

Inside a house, a central fireplace provides illumination and perpetual smoke, as Powhatan keep pots of food simmering day and night. The smoke-hole above the fireplace admits some light, as do the low doors, which force adults to stoop. The lack of windows renders Powhatan houses dim to European eyes, but at night, burning knots of pine may light the dark.

Powhatan women make pottery, gather firewood and edible plants, and spin cordage for weaving and construction. Powhatan men hunt, and they fish by spear and trap. Men train from childhood to raid hostile Algonquian bands and foreign nations. Men who survive into their thirties usually give up raiding due to the wear and tear on their bodies, retiring into politics and the training of the young.

Powhatan trade with other indigenous groups, especially for a regional variety of copper too soft for tools, but prized for jewelry. And the Powhatan trade with the English, supplying maize, venison, and other foodstuffs in exchange for glass beads, sheet copper, and steel tools.

Historians know less about Monacans from this era, but the Monacans had a material culture broadly similar to that of the Powhatan. Neither the Powhatan nor the Monacans built mounds, but in earlier centuries, a mound-building culture from west of the Appalachian Mountains had raised earthen ritual mounds in the Piedmont, using some for burial.

Clothing

Children wear little clothing until puberty. Powhatan men wear breechclouts of deerskin; Powhatan women, aprons of deerskin. Persons foraging in woods may wear protective deerskin leggings and moccasins.

From childhood, Powhatan wash their bodies daily in streams, in all weathers, deliberately inuring themselves to cold. Only in winter do they resort to cloaks of layered deerskin, fur, or, among the wealthy, feathers. The English marvel at what Smith called the “nakedness” of the Powhatan; Powhatan who try English clothing chafe and sweat beneath collars, sleeves, and waistcoats.

Women wear various hairstyles; men typically pluck the right (bowstring) side of their heads, cut the top short, and sometimes let the left grow long. Adults of both sexes tattoo their skins, wear earrings, and ornament their hair with beads, feathers, and the bones or tails of animals.



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Adults commonly apply to their faces and upper bodies a mulberry-red body paint called puccoon. A compound of vegetable dyes and fat, *puccoon* keeps away mosquitoes in the summer and traps body heat in the winter. Paints of black, white, silver, and yellow complement *puccoon*, but the English little understand Powhatan body-paint iconography.





Indigenous Belongings

Assume that any adult Powhatan or Monacan met near a settlement has something useful in hand: firewood, a pot, a basket of edible plants, and so on.

Assume that any male between the ages of ten and forty met outside a village carries archery gear: a bow, an archery glove, a quiver of 2d6 arrows, and a leather wrist guard (what the English called a *vambrace*). In raiding parties, men will also carry war clubs of wood (hooked, knobbed, or bladed). Any woman has a one-in-three chance of carrying a young child, even while working.

Use the following table to generate items that a Powhatan or Monacan carries. Roll twice for someone near a village, and four or five times for someone foraging or traveling.

If the roll indicates fish, fowl, or game, treat it as food, ranging from just taken to smoke-cured. If the roll indicates plants or small edibles, assume a basket or woven bag to carry them. Treat any food as providing $d3+1$ days' rations.

Assume that any inhabited indigenous house contains two dozen items from this list.

Indigenous Belongings

Roll	Belonging
1d100	
1	bark (cedar, chestnut, black walnut, or tulip poplar), used for matting house exteriors
2	bag, beaded
3	basket, multi-hued
4	basket, punctured
5	body paint, <i>puccoon</i> , for later application
6	body paint, other color, for later application
7	bone weaving needle
8	bracelet, elaborately knotted cordage
9	bracelet, beads of copper, worth 1sp
10	bracelet, beads of glass
11	bracelet, beads of shell (for example quahog or whelk)
12	comb, bone
13	comb, shell
14	cordage, fine, for stringing beads



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Roll

1d100 Belonging

15	cordage, medium, for weaving bags
16	cordage, heavy, for lashing house beams
17	maize cakes, fried
18	maize dumplings
19	earring, antler
20	earring, bird's claw
21	earring, bird's whole talon
22	earring, glass bead
23	earring, hoop of copper, worth d4sp
24	earring, hoop of nacre, worth d4sp
25	earring, nacre beads, worth 3d12sp
26	earring, shell bead
27	fat, lump
28	fish: catfish
29	fish: crabs
30	fish: crayfish
31	fish: eels
32	fish: mussels
33	fish: sturgeon
34	fishhooks, bone
35	fishing net, small
36	fishing net, large
37	fishing spear, barbed
38	fish trap, wicker
39	fowl: canvasback duck
40	fowl: grouse
41	fowl: mallard
42	fowl: merganser
43	fowl: passenger pigeon
44	fowl: ring-necked duck
45	fowl: quail
46	fowl: wild turkey



Roll

1d100 Belonging

- 47 game: deer
- 48 game: muskrat
- 49 game: pig, feral English
- 50 game: rabbit
- 51 game: raccoon
- 52 game: snapping turtle
- 53 hair oil
- 54 hair ornament, antler
- 55 hair ornament, bird's dried wing
- 56 hair ornament, feather
- 57 hatchet, flint
- 58 hatchet, iron (low quality), worth 2d4sp
- 59 hatchet, quartzite
- 60 hatchet, steel (high quality), worth 15sp
- 61 knife, flint, hafted to antler
- 62 knife, iron (low quality), worth d8sp
- 63 knife, quartzite, hafted to wood
- 64 knife, steel, worth 12sp
- 65 ladle, wooden
- 66 mat, reed
- 67 matchlock pistol, broken and rusted, war trophy
- 68 milling stones, hand
- 69 necklace, copper rattles, worth 2d4sp
- 70 necklace, glass beads
- 71 necklace, nacre beads, worth 3d20sp
- 72 necklace, shell beads
- 73 plant: beans
- 74 plant: beech nuts
- 75 plant: cattail rootstocks
- 76 plant: chestnuts
- 77 plant: chinquapins
- 78 plant: cow lily rootstocks



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Roll id100	Belonging
79	plant: glasswort
80	plant: hickory nuts
81	plant: jack-in-the-pulpit tubers
82	plant: jewelweed (poisonous unless expertly prepared)
83	plant: maize ears
84	plant: mulberries
85	plant: skunk cabbage tubers
86	plant: squash
87	plant: strawberries
88	plant: tuckahoe rhizomes and leaves (poisonous unless expertly prepared)
89	plant: walnuts
90	plant: water parsnip roots
91	plant: wild onions
92	plant: wild rice
93	pot, iron
94	pot, storage, clay impressed with textile or cordage patterns
95	stuffed deer-head with deerskin cape, for stalking deer
96	tattooing needle
97	tweezers, clamshell
98	war club, blade
99	war club, knobbed
100	waterskin, deer-bladder





VIRGINIA NPCs

Virginia NPCs

<i>Name</i>	<i>Ethnicity</i>	<i>Languages (In Order Of Skill)</i>	<i>Lotfy Class & Level</i>	<i>Goal</i>
Assheton, Reverend George	English (Durham)	English, Latin, Ancient Greek, Powhatan	3rd Level Specialist	redeem his own sins
Brown, Thomas	English (Cornwall)	English, Cornish, French	4th Level Cleric (Calvinist)	buy land in Cornwall without the burden of a husband
Christian, AKA He has Healed the Chief	Powhatan	Powhatan, English, Tutelo (Monacan)	5th Level Cleric (syncretic Christian)	understand Jesus' self-sacrifice
Collingwood, Peter	English (Suffolk)	English, Latin, Ancient Greek, Hebrew, Powhatan	6th Level Magic-User	score big enough to repair his reputation as a spendthrift
Coûteaux, Pere Jean	French	French, Latin, Ancient Greek, English, Powhatan	3rd Level Fighter	deliver the Gospel to the remotest corners of creation
Daniel, AKA He Has Captured a Cannon	Powhatan	Powhatan, English, Tutelo (Monacan)	4th Level Cleric (traditional Powhatan religion)	make one last military triumph
Elizabeth, AKA She Has Shot Farthest	Powhatan	Powhatan, English, Monacan	5th Level Specialist	to buy her own English firearm (without having to trade her sword)



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Secret	Gear	Vice	Look
commits the sin of wrath if he so much as thinks about Catholics	pistol, cutlass; scrolls of <i>Dispel Evil</i> and <i>Word of Recall</i> ; diary written in cipher	takes excessive advantage of the generosity of others	classically handsome, but usually the shortest man in the room
woman, cross-dressed as young man (real name: Abigail Brown)	musket, basket-hilt sword; silvered powder-horn, worth 150sp	jingoist	shy, acne scarred
despite granting the power of Jesus, continues to believe in Powhatan cosmology	cutlass, bow; wooden cross; two doses of herbal snuff that function as a potion of <i>Heroism</i>	overconfident	brings a dancer's grace to everyday movements
squandered family fortune	arquebus; dagger (forged from horseshoes once used to repel witches) +3 versus anything not baptized as Christian; scroll of <i>Protection from Normal Weapons</i>	jealous	plump, serious
lustful	dagger, walking stick; gold cross on rosary, worth 300sp; chrism that functions as a potion of <i>Sanctuary</i> (two doses)	coward	platinum blond hair and beard
believes he has failed both his father and his son	bow, war club; musket captured from English, ornamented with glass and copper beads	handsy	stands a head taller than peers
killed a rival in a fight and disposed of the body, regrets it	bow, fine <i>schiaivona</i> basket-hilt broadsword, captured from English (worth 600sp)	competitive about everything	teeth crooked, but smile still radiant



<i>Name</i>	<i>Ethnicity</i>	<i>Languages (In Order Of Skill)</i>	<i>Lotfy Class & Level</i>	<i>Goal</i>
Fowler, Kate	English (Dorsetshire)	English, German, French	6th Level Specialist	return to England by any means necessary
Hughes, Jack	English (West Riding of Yorkshire)	English, Powhatan	6th Level Fighter	marry Kate Fowler (see above)
Ogochukwu, Elam	Igbo	Igbo, Spanish, English, French	4th Level Specialist	own a plantation in Barbados
Smith, "Sister" Anne	Powhatan	Powhatan, English, Monacan	6th Level Fighter	receive eternal life through her Lord Jesus Christ
Vasquez y Balboa, Juan	Spanish	Spanish, English, Portuguese	7th Level Magic-User	never start a fight he cannot win



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Secret	Gear	Vice	Look
husbands in Dorset, Hamburg, and Saint-Domingue	poniard, iron cosh, arquebus; gold and pearl choker, kept hidden (worth 1,200sp)	alcoholic	burn scar from ear to collarbone
prefers robbery to honest labor	pistol, musket, axe; pouch containing 851sp in Spanish gold	nurses grudges	Homeric freckles
former slave, slew his master in Havana and fled (lawful name in New Spain: Francisco Edochie)	brace of pistols, basket-hilt claymore with ornate scabbard (worth 550sp)	will talk your ear off	smallpox scars
abandoned her children, fled to colony	pike, musket; well-thumbed King James Bible; cordials that function as potions of <i>Magic Vestment</i> and <i>Holy Word</i>	compulsive gambler	fat but wears it well
has a Jewish ancestor on mother's side	arquebus, main-gauche, rapier; spellbook	fastidious about hair but not clothes	piercing blue eyes





TRAVEL AND RANDOM ENCOUNTERS

As strange as the Warp looks to someone outside it, to someone inside it, the land nearby always looks undistorted and level. The sky, however, and more distant land look increasingly distorted, and this distortion increases the closer one gets to the Eye. Three maps detail the region.

Map A, "The Warp and the Bay," shows the Warp in relation to Chesapeake Bay and the present-day boundaries of the State of Virginia.

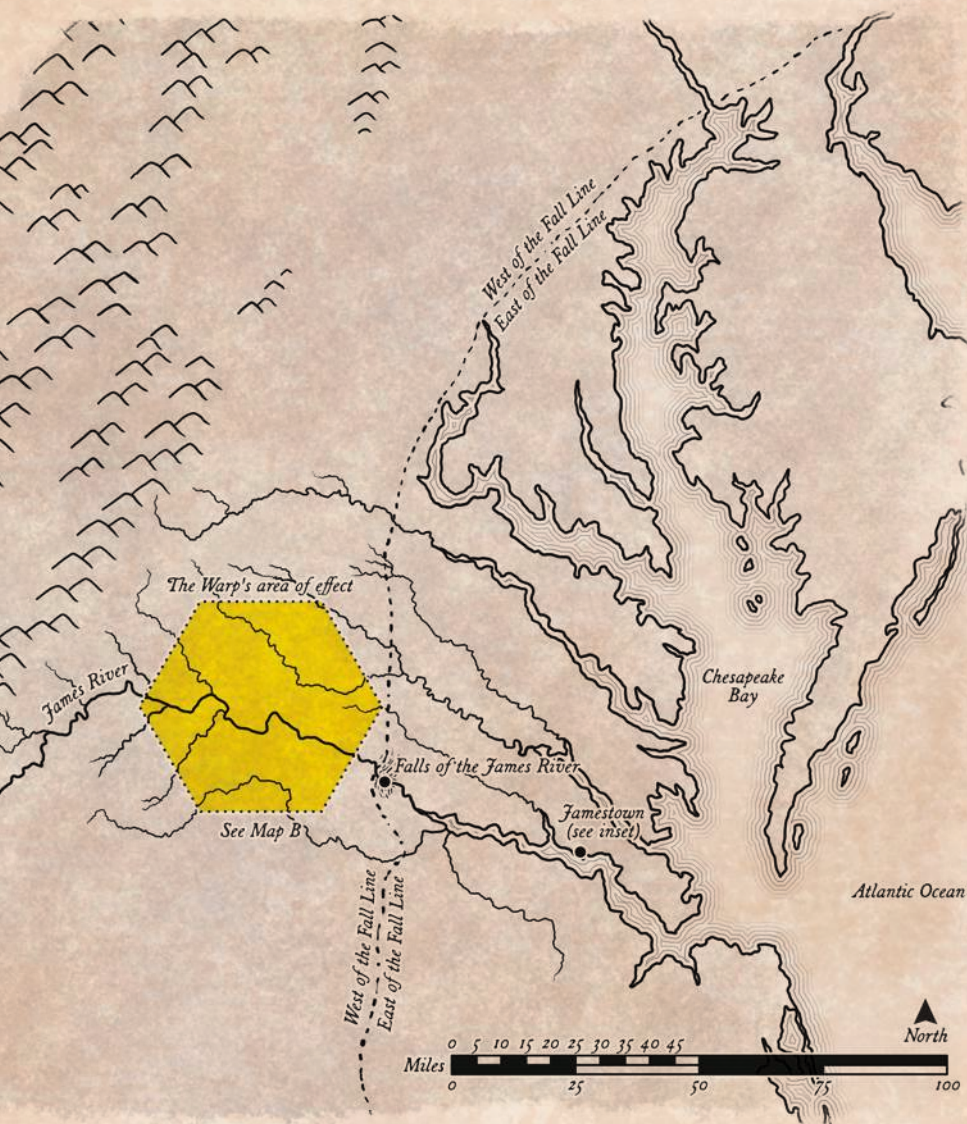
Jamestown Island



Map A: The Warp and the Bay

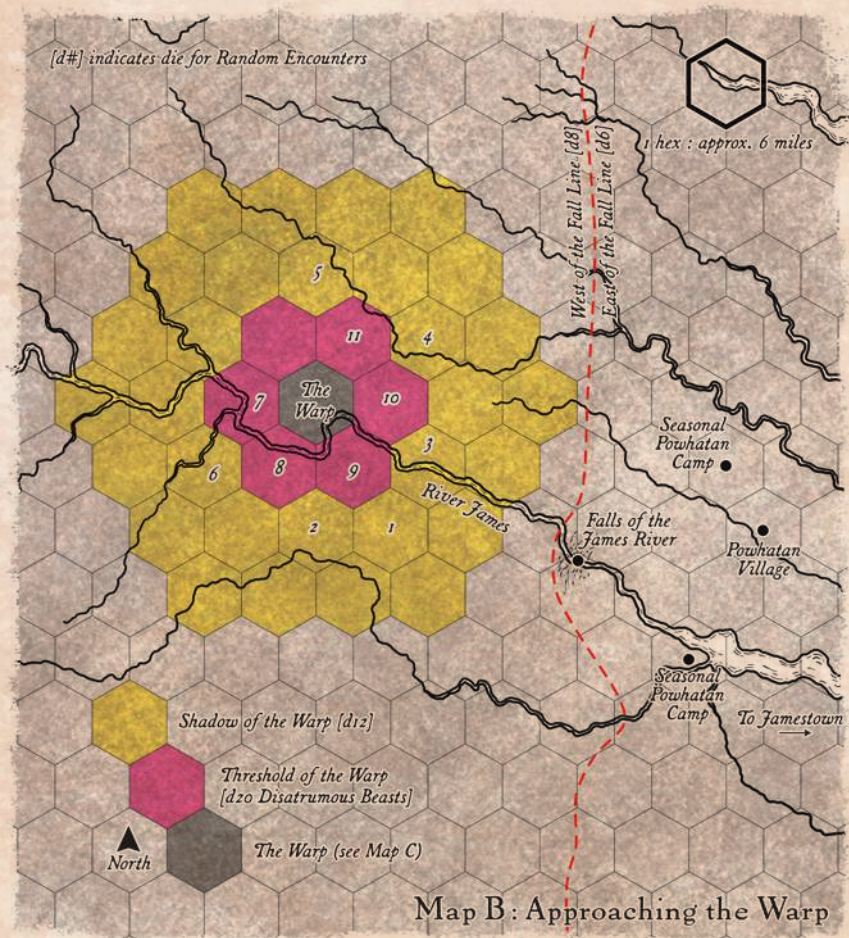


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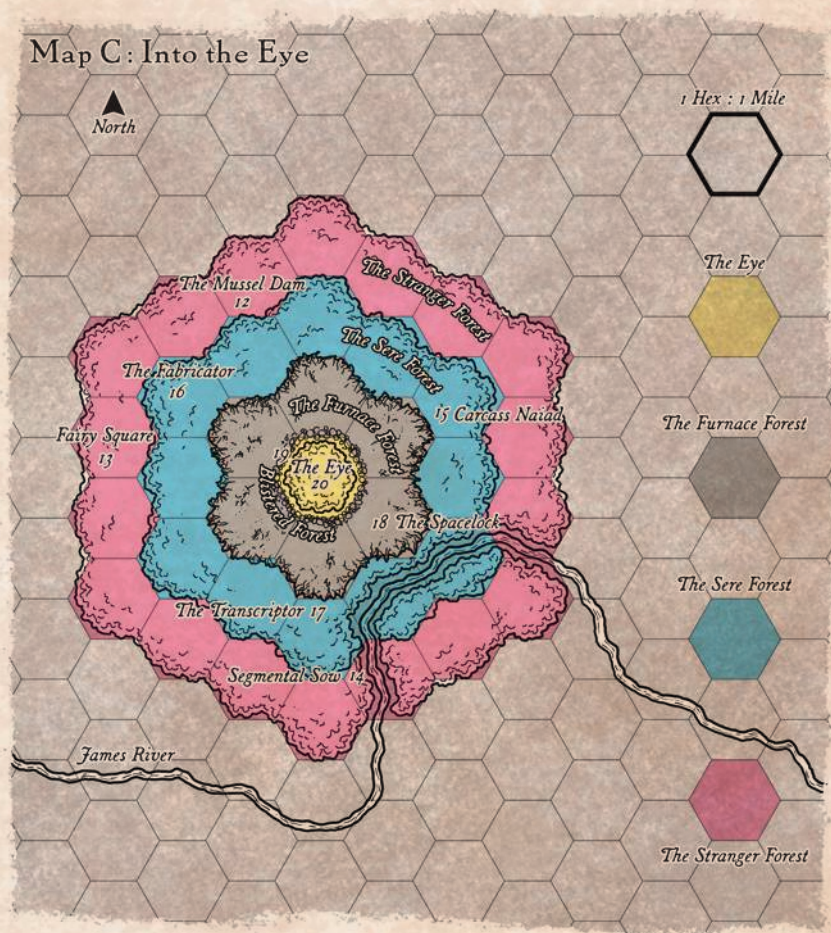
Map B, “Approaching the Warp,” flattens the distorted area into a two-dimensional map. Each hex represents two leagues (about seven miles). Assume that a group with a guide and moving on foot can average three hexes per day of travel, and a group with a guide and canoes enough to seat everyone can cover five hexes. On this map, color-coded zones indicate what die to roll on the Random Encounters table (below).



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Map C, "Into the Eye," also renders flat the extremely distorted space at the center of the Warp. Here each hex represents just one mile. Anywhere on this map, roll for encounters only with Disastrumous Life (page I.63).

Roll for a random encounter either every eight hours or $2d6$ hours after the previous encounter.





FIVE ZONES

EAST OF THE FALL LINE: In these lands, English travel on the sufferance of the dominant Algonquians. No keyed encounter areas appear here.

For a random encounter here, roll d6 on the Random Encounters Table (page I.62).

WEST OF THE FALL LINE: Here one begins to meet Monacans as well as unearthly creatures. No keyed encounter areas appear here.

For a random encounter here, roll d8 on the Random Encounters Table (page I.62).

SHADOW OF THE WARP: In this zone, the Warp partly blocks the sun and distorts the heavens. One meets more invasive species, including New People (page III.372).

-  Keyed encounter areas 1 to 6 appear here.
-  For a random encounter here, roll d12.
-  Also, every six hours, roll d8 for Omens and Oddities.

Omens and Oddities: Shadow of the Warp

Roll

1d8 Result

1-5	Seen in the Sky (page I.77)
6-7	Falling from the Sky (page I.83)
8	Disastrumous Hazard (page I.91)

THRESHOLD OF THE WARP: Here, the Warp looms above travelers like a funhouse mirror that stretches both the land and sky into space, while it stretches the earth behind them into the distance.

-  Keyed encounter areas 7 to 12 appear here.
-  On the Threshold of the Warp, roll for encounters using only the table of Disastrumous Life (page I.63).
-  Every three hours, roll d8 for Omens and Oddities.

Omens and Oddities: Threshold of the Warp

Roll

1d8 Result

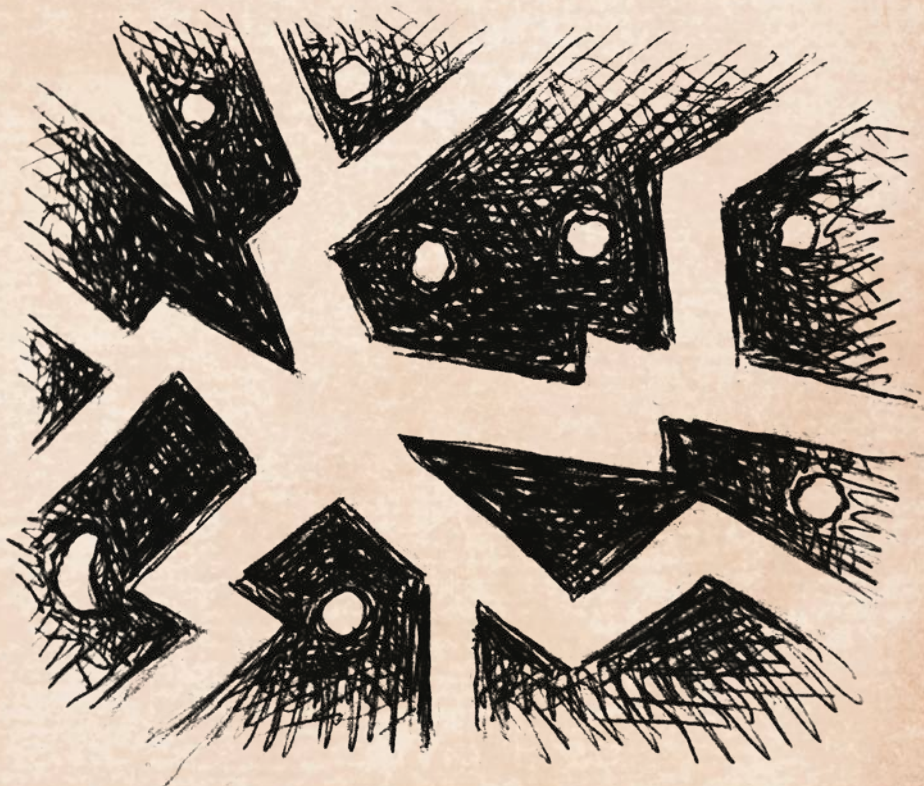
1-3	Seen in the Sky (page I.77)
4-6	Falling from the Sky (page I.83)
7-8	Disastrumous Hazard (page I.91)



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THE WARP: As visitors take their first few paces into the Warp, the world behind appears to shrink behind them, becoming visibly rounded. To persons within the Warp, the nearby country looks normal, although land in the near distance appears to rise perpendicular to where they stand. Overhead, magnified sun and stars burn with greater intensity. By night, huge stars illuminate the ground brighter than moonlight; by day, a distended sun blazes so hot that some areas within the Warp, like the Furnace Forest, become hot enough to incinerate Earth life. (See page II.155.)

-  Keyed encounter areas 12 to 20 appear here.
-  In the Warp, roll for encounters using only the table of Disastrous Life (page I.63).
-  Whenever anyone casts a spell in the Warp, something comes Falling from the Sky (page I.83).





RANDOM ENCOUNTERS

At the Referee's discretion, the adventurers can meet each type of encounter below multiple times or just once. An asterisk indicates a unique creature or group.

Use the Colonist Belongings table (page I.28) or Indigenous Belongings table (page I.48) to generate the personal effects of NPCs.

East of the Fall Line, roll d6; West of the Fall Line, d8; in the Shadow of the Warp, d12.

Virginia Random Encounters

<i>Roll 1d12</i>	<i>Encounter</i>												
1	Powhatan Hunters												
2	Powhatan Travelers												
3	Colonists and Other Foreigners sub-table (d6) <table> <tr> <td>i.</td><td>Colonists on Official Business</td></tr> <tr> <td>ii.</td><td>Escapees</td></tr> <tr> <td>iii.</td><td>French Catholic Priests*</td></tr> <tr> <td>iv.</td><td>Trefusis (#1)*</td></tr> <tr> <td>v.</td><td>Lawless Planters and Servants</td></tr> <tr> <td>vi.</td><td>Spanish Reconnaissance Party*</td></tr> </table>	i.	Colonists on Official Business	ii.	Escapees	iii.	French Catholic Priests*	iv.	Trefusis (#1)*	v.	Lawless Planters and Servants	vi.	Spanish Reconnaissance Party*
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iii.	French Catholic Priests*												
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vi.	Spanish Reconnaissance Party*												
4	Dangerous beast <table> <tr> <td>i.</td><td>Bear, Black</td></tr> <tr> <td>ii.</td><td>Mountain Lion</td></tr> <tr> <td>iii.</td><td>Rattlesnake</td></tr> <tr> <td>iv.</td><td>Wolf (Rabid)*</td></tr> </table>	i.	Bear, Black	ii.	Mountain Lion	iii.	Rattlesnake	iv.	Wolf (Rabid)*				
i.	Bear, Black												
ii.	Mountain Lion												
iii.	Rattlesnake												
iv.	Wolf (Rabid)*												
5	New People: one band of (2d4+1) (page III.316)												
6	Disastrumous Life (d20) (page I.63)												
7	New People: one band of (2d4+2)												
8	Disastrumous Life (page I.63)												
9	Humans (d6) <table> <tr> <td>i.</td><td>Powhatan Traders</td></tr> <tr> <td>ii.</td><td>Monacan Hunters</td></tr> <tr> <td>iii.</td><td>Monacan Raiders</td></tr> <tr> <td>iv.</td><td>Monacan Travelers</td></tr> <tr> <td>v.</td><td>Monacan Refugees</td></tr> <tr> <td>vi.</td><td>Colonists and Other Foreigners (see #3, above)</td></tr> </table>	i.	Powhatan Traders	ii.	Monacan Hunters	iii.	Monacan Raiders	iv.	Monacan Travelers	v.	Monacan Refugees	vi.	Colonists and Other Foreigners (see #3, above)
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iv.	Monacan Travelers												
v.	Monacan Refugees												
vi.	Colonists and Other Foreigners (see #3, above)												



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Roll 1d12 Encounter

10	New People: one band of (2d4+4)
11-12	Disastrumous Life

On the Threshold of the Warp and in the Warp proper, roll for encounters using only the table of Disastrumous Life.

Roll d20. The definite article indicates a unique creature (or group). If you roll a unique result again after the adventurers have destroyed it, you could rule that the creature actually has fellows or that it has self-resurrected (a hitherto unknown power).

Detailed descriptions appear in the alphabetical Bestiary in Volume Three.

Disastrumous Life

Roll 1d20 Result

1	The Air Sturgeon*
2	Ambulant Malescription: forked
3	Ambulant Malescription: radial
4	Ambulant Malescription: shuffling
5	Disastrumized Honeybees
6	Flaptic Reconnoiteurs
7	The Gabbling Harvester*
8	The Giant Opossum and Her Screaming Joeys*
9	The Headless Monoceros*
10	The Hover Doe and Her Pugnacious Parcel*
11	The Manual Dogs*
12	New People: one band
13	New People: two bands
14	The Pelletristic Owl*
15	The Physician Skunk*
16	Polygonal Guardian
17	The Reef Snake*
18	The Trophallactic Egress*
19	Wind Pigs
20	Witch Ticks







Random Encounters

1. POWHATAN HUNTERS

These 2d8 men on a hunting, reconnaissance, or punitive expedition (possibly against the English) go armed with bows and war clubs. Two also have loaded arquebuses, with 2d8 shots' worth of ammunition apiece.

POWHATAN HUNTER: **Armor** 12, **Move** 120', 0 Level, 4hp, bow d6 or war club d6, **Morale** 9. **Attack Bonus** +2 with bow; **Bushcraft** 6, **Stealth** 3.

The Powhatan warrior He Has Captured a Cannon (page I.52) travels with this group.

HE HAS CAPTURED A CANNON: **Armor** 12, **Move** 120', 4th Level Fighter, 18hp, musket d8 or bow d6 or war club d6, **Morale** 9. **Bushcraft** 5. **Attacks Bonus** +2 with bow. English musket ornamented with glass and copper beads.

2. POWHATAN TRAVELERS

These 3d6 adults of both sexes have taken (d6-2) children with them on a trade visit to another village. All the men go armed (bow, spear, and war club), and two have loaded arquebuses. Each adult carries four days rations.

POWHATAN TRAVELER: **Armor** 12, **Move** 120', 0 Level, 4hp, bow d6 or war club d6, **Morale** 9. Men have **Attack Bonus** +2 with bow; all have **Bushcraft** 5.

The Powhatan adventurer She Has Shot Farthest (page I.52) accompanies this group.

SHE HAS SHOT FARTHEST: **Armor** 12, **Move** 120', 3rd Level Specialist, 12hp, bow d6 or sword d8, **Morale** 9. **Attacks** at +2 with bow. Fine schiavona basket-hilt sword (worth 600sp).

3. COLONISTS AND OTHER FOREIGNERS

Roll d6 for their background and business.

1. COLONISTS ON OFFICIAL BUSINESS

These 3d6 men seek to deliver a message, capture a fugitive, or corner a wounded beast. Each carries a loaded firearm (arquebus or musket) and a mêlée weapon (sword or pike).

COLONIST: **Armor** 13 (buff coat), **Move** 90', 0 Level, 4hp; firearm d8 or sword d8 or pike d6; **Morale** 7. Each carries 2d20 shots' worth of ammunition.





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The Reverend George Assheton (page I.52) and Elam Ogochukwu (page I.54) number among the Colonists.

THE REVEREND GEORGE ASSHETON: **Armor** 15 (breastplate and morion), **Move** 90', 3rd Level Specialist, 9hp, cutlass or pistol d8, **Morale** 8. Scrolls: *Dispel Evil* and *Word of Recall*.

ELAM OGOCHUKWU: **Armor** 13 (buff coat), **Move** 90', 3rd Level Specialist, 12hp, sword d9 or pistols d8, **Morale** 9. Basket-hilt claymore and ornate scabbard worth 550sp together.

II. ESCAPEES

This group comprises 2d4+1 escaped servants and two escaped slaves. They have the skills and the provisions to make a go of their escape (at least for now).

Each has a d6 mêlée weapon and 2d4 days' worth of provisions. Two have muskets.

ESCAPEES: **Armor** 12, **Move** 120', 0 Level, 4hp, mêlée weapon d6, **Morale** 9.

Among them, they also have a pail, an axe, cookware, rope, a tarpaulin, and a hundred shots' worth of ammunition.

If the adventurers travel in large party, then the escapees might notice them first, following or spying on the adventurers before making their presence known.

Kate Fowler (page I.55) and Jack Hughes (page I.55) number among the escapees. They carry muskets.

KATE FOWLER: **Armor** 12, **Move** 120', 6th Level Specialist, 21hp, musket d8 or iron cosh d6 or poniard d4, **Morale** 9. Gold and ivory Nuremberg timepiece, hidden (worth 1,200sp).

JACK HUGHES: **Armor** 13 (buff coat), **Move** 90', 3rd Level Fighter, 16hp, musket d8 or pistol d8 or axe d8, **Morale** 9. Silvered candlestick, stolen (worth 75sp).



III. FRENCH CATHOLIC PRIESTS

These (zd4) priests of the Jesuit, Récollet, or Sulpician order (Referee's choice) survived a shipwreck a fortnight ago and have had several narrow escapes from "les sauvages." They want to get to Jamestown.

They can warn about one random or keyed encounter in the direction of the party's travel (Referee's choice), but the priests will share this information only if the adventurers allow the priests to travel with them, for safety. The priests have among them barely a day's worth of food in edible plants.

FRENCH CATHOLIC PRIESTS: **Armor 12, Move 120'**, 0 Level, 4hp, stick d4, **Morale 6**. Their sticks run a one-in-three chance of breaking on every use in combat.

Pere Jean Coûteaux (page I.52) leads the group. He speaks some English and some Powhatan.

PERE JEAN COÛTEAUX: **Armor 12, Move 120'**, 3rd Level Cleric, 10hp, walking stick d6 or dagger d4, **Morale 9**. **Spells:** Bless, Command, Cure Light Wounds. **Potion:** chrism that functions as a potion of Sanctuary (two doses left).

IV. TREFUSIS (#1)

The rise of the Warp has spurred Doctor John Trefusis (page I.38) to investigate. Unless the adventurers meet Trefusis sooner, then on 13 April 1633, Trefusis will find the Spacehole to "Our Chiral Yesterdays" (page II.198) and start using it to travel backwards in time. If you roll this encounter after 13 April 1633, substitute another.

Trefusis's party includes his manservant, two guards, two Powhatan guides, and his three dogs, Lachesis, Mollie, and Spur. The dogs will bark at any non-stealthy approach. (In combat, treat them as coyotes, but with a Morale of 12 when defending their master.)

Each of the English carries a rucksack holding rations for five days; the Powhatan each carry two days' worth of dressed game and wild foods.





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DOCTOR JOHN TREFUSIS (VERSION #1): **Armor** 13 (buff coat), **Move** 90', 12th Level Magic-User, 30hp, arquebus d8 or sword d8, **Morale** 9.

Spells by Level

1st: *Charm Person* (×2), *Comprehend Languages*, *Magic Missile*, *Sleep*

2nd: *ESP*, *Invisibility*, *Phantasmal Force*, *Speak with Animals*

3rd: *Dispel Magic*, *Fly*, *Hold Person*, *Suggestion*

4th: *Dig*, *Polymorph Others*, *Wall of Fire*

5th: *Contact Outer Sphere*, *Telekinesis*

6th: *Animate Dead Monsters*, *Suggestion* (Mass)

His secretary and apprentice in magic, Abinadab Cox, accompanies him.

ABINADAB COX: **Armor** 13 (buff coat), **Move** 90', 2nd Level Magic-User, 5hp, arquebus d8 or sword d8, **Morale** 7.

Spells: *Comprehend Languages*, *Sleep*

In a satchel, Cox carries a diary, pencils, and a leather folder containing scrolls of *Magic Missile*, *Summoning*, and *Wall of Fire*. An interior pocket holds a tobacco plug that, if chewed, allows the chewer to *Fly*, per the spell. The valise also holds Cox's spellbook, containing *Charm Person*, *Comprehend Languages*, *Feather Fall*, *Sleep*, and *Summoning*.

Two English guards and two Powhatan guides also accompany Trefusis.

ENGLISH GUARDS: **Armor** 12, **Move** 120', 1st Level Specialist, 6hp, arquebus d8 or spear d6, **Morale** 7.

POWHTAN GUIDES: **Armor** 12, **Move** 120', 1st Level Specialist, 6hp, bow or war club d6, **Morale** 7. Attack Bonus +2 with bow; Bushcraft 6, Stealth 3.

All the Colonists carry firearms; the guides carry bows. Their expedition gear includes pail, spade, cookware, axe, hatchet, rope, tarpaulin, and ammunition.



V. LAWLESS PLANTERS AND SERVANTS

Impatient of the delays of law and diplomacy, these armed Englishmen have set out on a raid against a group of Powhatan, in retaliation for some perceived affront. Each carries a loaded firearm, a pike, a sword, and 2dzo shots' worth of ammunition; they carry no provisions, intending to return to the safety of their palisade by nightfall.

PLANTER: **Armor** 15 (pikeman's armor), **Move** 90', 0 Level, 4hp, arquebus d8 or sword d8, **Morale** 9. Piece of jewelry worth (2d6 × 100)sp.

SERVANT: **Armor** 13 (buff coat), **Move** 90', 0 Level, 4hp, arquebus d8 or sword d8, **Morale** 7.

If this encounter comes up west of the Fall Line, then these English intend to establish an inland settlement in Monacan lands, despite opposition from the authorities at the Virginia Colony. In this case, each carries (d4+z) rations and a sack of trade goods: metal tools, glass beads, or sheet copper.

If the adventurers have not met him yet, then Thomas Brown (page I.52) numbers among the servants.

THOMAS BROWN: **Armor** 13 (buff coat), **Move** 90', 4th Level Specialist, 13hp, musket d8 or broadsword d8, **Morale** 10. Silvered powder-horn, worth 150sp.

VI. SPANISH RECONNAISSANCE PARTY

These (d6+4) Spaniards have come ashore to learn more about English activities in the region and to assess the willingness of indigenous people to side with Spain against the English. Each carries a sword, a dagger, a pistol or arquebus, and 20osp in well-concealed gold reales. Their boat lies hidden along a nearby waterway.

SPANIARDS: **Armor** 12, **Move** 120', 1st Level Specialist, 6hp, firearm d8 or sword d8, **Morale** 8.

Captain Antonio Velázquez de Valladolid leads them.

CAPTAIN ANTONIO VELÁZQUEZ DE VALLADOLID: **Armor** 12, **Move** 120', 3rd Level Specialist, 12hp, arquebus d8 or sword d8, **Morale** 10. Dutch spyglass, 4× magnification, worth 450sp.

The Captain will assert that one week ago, they survived the wreck of their vessel, the *Anunciación* (which actually lies safely at anchor in a cove on Chesapeake Bay). If a party of English attempts to detain them or threatens to inform on their activities, he will sing, whistle, or hum the first bar of "La Rosa del Desierto

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de Tabernas,” thereby signaling his comrades to attack immediately. They will massacre an English party rather than risk capture.

4. DANGEROUS BEAST

Roll d4.

1. BEAR, BLACK

By night, this encounter means that during the party's next encampment, three black bears raid the party's foodstuffs, eating, spoiling, or carrying off 3d12 rations. A successful Bushcraft check by the person with the highest skill allows the party to thwart the raid and slay one of the bandits without resort to combat rules. The bear's carcass provides d4+2 rations.

(If the party carries the honey of Disastrumized Honeybees (q.v.), then these foraging bears have found it. If the party has eaten the honey of Disastrumized Honeybees, but no longer carries any, the bears can still smell it on the party's breath; maddened by the promise, the bears attack.)

By day, rolling a bear encounter means that the party has met a rabid black bear.

BEAR, BLACK: **Armor 14, Move 240**; 3 Hit Dice, 16hp, two claws for d6 or bite d8+2, **Morale 7**. If both claws hit, bear pins for automatic bite next round.

The rabid bear appears directly in the party's path, sniffing, and then charges. Anyone it bites must make a saving throw versus Poison or contract rabies (see inset).

If you roll a third bear encounter, treat it as a yearling habituated to human garbage.

Rabies

INCUBATION: 4d6 days
INFECTION TIME: remainder of the victim's life
INTERVAL: 24 hours
EFFECT: lose d6 each Wisdom and Dexterity amid convulsions, confusion, and paralysis

The dreaded hydrophobia destroys the afflicted nervous system. Once symptoms develop, death becomes certain.

II. MOUNTAIN LION

This ambush predator (*Puma concolor cougar*) pounces on a straggler or someone who steps away from an encampment (for example, to heed the call of nature). Determine the target randomly, either by dice or by drawing playing cards. Whoever draws lowest blunders into the lion.

LION, MOUNTAIN: **Armor** 14, **Move** 360', 2 Hit Dice, 9hp, one bite for d8+1 or two claws for d4 each, **Morale** 8. Ambush grants +5 against a surprised target; bitten target suffers damage until it breaks grapple.

III. RATTLESNAKE

Randomly determine which member of the party takes an incautious step too close to the rattlesnake and suffers a surprise attack.

RATTLESNAKE: **Armor** 14, **Move** 60', ½ Hit Dice, 3hp, bite d3, **Morale** 7. Make a saving throw versus Poison or suffer envenomation (page III.388).

IV. WOLF, RABID

This she-wolf, habituated to humans by feeding on garbage, has become furiously rabid. It will approach the party, drooling, and then attack without warning.

WOLF: **Armor** 14, **Move** 360', 1 Hit Die, 6hp, bite d6, **Morale** 7. Victim of a bite must win an opposed grapple check, or the wolf hangs on and worries for d4 per round.

Anyone it bites must save versus Poison or contract rabies (page I.71).



5. NEW PEOPLE

A band of (2d4+1). See page III.372.

6. DISASTRUMOUS LIFE

Roll dzo on the table on page I.63.

7. NEW PEOPLE

A band of (2d4+2). See page III.372.

8. DISASTRUMOUS LIFE

Roll dzo on the table on page I.63.

9. HUMANS

Roll d6 for their origin and business.

I. POWHATAN TRADERS

zd8 men on a trade visit to a Monacan village. All go armed (bow or spear), and two have loaded arquebuses. Each carries three days rations in dried foodstuffs; for each, roll six times on the Indigenous Belongings table (page I.48) to generate the goods he carries to trade.

POWHATAN TRADER: **Armor 12, Move 90'**, 0 Level, 4hp, bow d6 or war club d6, **Morale 8. Attack Bonus +2 with bow; Bushcraft 6, Stealth 3.**

II. MONACAN HUNTERS

zd6 men on a hunting expedition. All go armed (bow and spear), and one has a loaded arquebus.

MONACAN HUNTER: **Armor 12, Move 90'**, 0 Level, 4hp, bow d6 or war club d6, **Morale 9. Attack Bonus +2 with bow; Bushcraft 6, Stealth 3.**

III. MONACAN RAIDERS

4d6 men on a reconnaissance or punitive expedition (possibly against the Powhatan). All go armed (bow, spear, and war club), and one has an arquebus.

MONACAN RAIDER: **Armor 12, Move 120'**, 0 Level, 4hp, bow d6 or war club d6, **Morale 10. Attack Bonus +2 with bow; Bushcraft 6, Stealth 3.**



IV. MONACAN TRAVELERS

3d8 adults of both sexes, with (d6-2) children, on a trade visit to another Monacan village. All the men go armed (bow, spear, and war club), and one has a musket (no fork rest, firing at -2). Each adult carries four days rations in dried foodstuffs.

Treat half of the adults as Monacan Raiders (9iii, above). Treat the rest as noncombatants.

MONACAN NONCOMBATANT: **Armor 12, Move 120', 0 Level, 3hp; mêlée weapon d3; Morale 6.**

V. MONACAN REFUGEES

These 4d8 adults and 2d6 children have fled the Warp's strange effects and even stranger creatures. All the men go armed (bow, spear, and war club), and one has an arquebus. Each adult carries two days' rations.

Treat half of the adults Monacan Raiders (9iii, above). Treat the rest as noncombatants.

MONACAN NONCOMBATANT: **Armor 12, Move 120', 0 Level, 3hp; mêlée weapon d3; Morale 6.**

VI. COLONISTS AND OTHER FOREIGNERS

Roll on the table at #4, above. Decide how and why they have come so far inland.

10. NEW PEOPLE

A band of (2d6+4) New People. See page III.372.

11-12. DISASTROUS LIFE

See table on page I.63



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OMENS AND ODDITIES

Below appear tables for generating anomalous happenings in the environment. Cross off these results as you roll them.

Seen in the Sky

In addition to the Warp itself, other strange things may appear in the sky. These phenomena last for 2d20 minutes, during which some spell effects differ.

-  For any spell of divination or perception, double the caster's effective Level or double the spell's effect (Referee's choice), whether or not the character directs the spell toward the vision in the sky.
-  Any spell that conjures a being (for example, *Summoning*) will automatically conjure a second, random being, with half as many Hit Dice as the first but not under the control of the caster. This being shows no hostility, but it does show great (and possibly dangerous) curiosity.

Unless noted, phenomena seen in the sky hang d4 miles away from observers, and they have apparent sizes of (3d20 × 10) arc minutes (').





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Seen in the Sky

Roll

1d20 *Seen in the Sky*

- 1 By day, a hole in the sky offers a view of familiar stars from the Northern Hemisphere, but not in their proper positions for the season; by night, the hole reveals a daylit Earthly sky (which sheds more light than a full moon).
 - 2 By day, a hole in the sky offers a view of the Earth's surface, enlarged and at a canted angle. Despite their apparently great distance, treat the objects in the nearer part of the vista as a mere hundred yards from the party. Roll d6 for view.
 - i. the Atlantic ocean
 - ii. a salt marsh in Chesapeake Bay
 - iii. elsewhere on Map B (see page I.57)
 - iv. elsewhere on Map C (see page I.59)
 - v. the Gobi Desert, 1754 (roll d6: 1-4, no human figures; 5, mounted soldiers, raising a column of dust; 6, camel-borne trade caravan)
 - vi. the mouth of the Thames, downriver from "City of the Crawling Blood" (page II.212).
 - 3 By day or night, a hole in the sky reveals an alien sunset, aflame with clouds of unearthly colors. By night, this scene illuminates the land brighter than a full moon. Anyone who calls through this hole receives an answer: immense croaks and whines thunder across the Piedmont. Spells of translation will reveal this as the voice of an intelligent atmospheric convection cell, which seeks knowledge about other spheres. It proposes an exchange: it will ask three questions of the adventurers, and for each that they answer, it will answer one of theirs, "on any topic whatsoever." The being will answer the first and third questions with perfect accuracy, and about anything in the universe, but it will answer the second with dangerous misinformation. (The being intends no deceit, but some source has misinformed it.)
 - 4 Snowy peaks glimmer in sun or starlight, but far too high in sky, and with nothing under them. If anyone hails the peaks, or trains a spyglass on or casts a spell toward the peaks, a bolt of green lightning will arc from the peaks to this person. The bolt makes only a sizzling hum. Tell the player that an alien Mind has grafted itself to the character, and that at up to three different times during this or the next session, that Mind may require the character's body to do something strange, but neither homicidal nor suicidal. For each strange deed, the character will gain 750 Experience Points. The player must decide when the Mind takes over, but the Referee will decide the nature of the deed.
-



Roll

1d20 Seen in the Sky

5 A hole in the sky shows a star-forming region of a nebula. (By night, this sheds more light than a full moon.) In the foreground flash pinpricks of light, a battle in space. If anyone casts a spell of communication, perception, or detection directly upon the fleets, roll d6.

- i. **communication laser:** the caster must make a saving throw versus Paralyzation or suffer blindness for the next d4 hours
- ii. **excimer strike:** the caster must make a saving throw versus Paralyzation or lose 2d6 hit points to this invisible beam that strikes nearby
- iii. **gravity fountain:** one of the alien vessels trains one of its gravity wave weapons upon the Earth. A brilliant circle several yards across appears d100 feet from the adventurers and begins tearing matter skyward in a spiraling dirt-vortex. The circle sweeps toward the caster, who must make a saving throw versus Breath Weapon or get hurled 3d20 feet into the sky.
- iv. **neural induction:** the caster's mouth begins to speak in an alien language, demanding that the unauthorized persons using this channel cease on penalty of court martial or worse. (The speaker, a fifth columnist, hopes that its interlocutors will utter one of several code phrases, initiating an exchange of intelligence.)
- v. **standing-wave projection:** a ghostly simulacrum of an alien officer appears before the caster, using sign language to give or request coded orders)
- vi. **capture:** a small vessel from the fleet uses its lightspeed drive to fly to the hole in space, then enter Earth's atmosphere. It will use an antigraviton beam to whisk up one random captive from among the adventurers, then return to the space battle.

6 Through this crater in the sky bulges an unctuous gray fog, and within the fog, shadows creep and flutter. From the crater suddenly lashes what looks a black tube, covering the distance to the adventurers in less time than this takes to read. Each person in the party must make a saving throw versus Magical Device or get siphoned up as a bulge that traverses the tube with improbable speed. Just as quickly the tube returns those it took, then withdraws. But to anyone who got siphoned, days seem to have passed; the siphoned half remember biopsies, intubations, and lavagings, and their bodies bear healing wounds that suggest incisions, tissue grafts, and similar tampering. Hereafter, abductees recover hit points at double the normal rate, but earthly animals now mistrust them.



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Roll

1d20 Seen in the Sky

-
- 7 This region of sky displays a series of images, separated by cuts, cross-fades, star-wipes, 1990s digital morphs, and other slideshow transitions. Roll d12 for the nature of the images.
- one of the adventurers in various states of decomposition, but not in chronological order (and whether or not that character still lives)
 - structures within animal cells
 - alien cities, depopulated and ruinous
 - slime-mold cities, bustling with motion
 - ancient Earthly cities, bustling with motion
 - unfamiliar views of stars, nebulae, and galaxies
 - constellations visible from the Southern Hemisphere
 - Earthly scrolls, maps, letters, and pages of books
 - otherworldly scrolls, maps, letters, and pages of books
 - two-dimensional shadows of five-dimensional life
 - the interiors of working electron valves, as if viewed from the inside
 - views from inside of one of the adventurers' nostrils
-

Any spellcaster recognizes these images as cryptic omens: observing for at least ten minutes grants a spellcaster the chance to choose the result of any single die roll related to spells during the rest of this session or the entirety of the next.

- 8 By night, this piece of sky shows a microscopic view of human skin (belonging to one of the adventurers), as if seen by a tiny eye moving slowly over its landscape. By night, the seeing agency uses a tiny lamp. If all of the Player Characters disrobe, one will find a tiny circle of light traveling over her flesh, projected by something invisible agency. A *Summoning* spell cast upon this invisible agency (1 HD) allows the caster to commandeer this disembodied Visioneer for new purposes.
-
- 9 A fog-edged window in the sky offers a view of the adventurers from ten paces behind them, from child height, following when they move and observing when they stop. A *Summoning* spell cast upon this invisible agency (1 HD) allows the caster to commandeer this disembodied Surveillieur for new purposes.
-
- 10 A ragged lesion in the sky offers a microscopic view from inside one the adventurers, lit by a set of tiny, blue-tinted floodlights. A *Summoning* spell cast upon this invisible agency (1 HD) allows the caster to commandeer this disembodied Endoscopist for new purposes.
-



Roll

1d20 Seen in the Sky

- 11 A multi-faceted window in the sky reveals a binary star system, the larger partner twice the diameter of the smaller. (By night, this sheds more light than a full moon.) The first person either to cast any spell or to address any speech (even rhetorical questions) toward this star system causes the window's facets to shimmer, and an immense Voice to address the party in whatever language they last used. Treat this effect as the spell *Contact Outer Sphere*.
- 12 Less than a thousand feet above the adventurers' heads, the sky appears to droop, pendulous and cellutitic, obscuring their view of some landmark or celestial object (including Sun or Moon). Anyone who shoots at this hanging mass hits it, opening a rupture through which cascades something like human fat—3d20 tons of it. For each shooter beyond the first, add a zero to the result of the die roll. The fat, if used as a component in sympathetic magic, proves identical to that of the (first) person who shot.
- 13 A luminous, three-dimensional projection shows a four-dimensional scene. At times, it evokes the busy workings of organelles within a living cell; at others, a city of towers bristling from the interior of a sphere, where moving objects fragment, merge, and reconfigure. Anyone who studies this scene for at least ten minutes gains an insight into the properties of four-dimensional objects. If persons with this insight later operate the Fabricator (area #16) or the Transcriptor (#17), or if they enter the Spacelock (#18), then give each one free success in a situation where normally they would have to roll a die to determine success or failure. But require them to explain what they saw in the sky, and how it prepared them to show four-dimensional deftness.
- 14 In this piece of sky appears a vision of a gigantic and impossible Jamestown. Log cabins and post-and-beam houses tower thousands of feet into the air, growing new stories even as one watches. Palisades extend hundreds of feet high and miles long, and upon their sides grow smaller, perpendicular Jamestowns with their own palisades. Among these structures bustle English and Powhatan who all—man or woman, Christian or heathen—possess the leering faces of just d4 of the adventurers. After ten minutes, hundreds of New People leap from hiding and massacre the humans in a surprise attack. These victors then don the clothing of the human dead and continue the business of the Colony. Through this vision, the adventurers get a preview of the physical form of the next band of New People they will encounter, as well as that band's Ideology (see page III.309) and Immediate Goal (see page III.312). The next time the Referee would roll for random encounters, the party meets this band of New People instead.





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Roll

1d20 Seen in the Sky

- 15 In this piece of sky appears a vision of a colossal Powhatan village, its houses towering over nearby trees, with appropriately giant inhabitants. If anyone watches for ten minutes, the faces and scalps of the Powhatan split, and amid cascades of blood, New People rise from the Powhatan husks, standing twice the size of their forebears. Streaked like newborns, they turn toward the dawn, as if in greeting. This vision reveals not only the physical form of the next band of New People that the adventurers will encounter, but it also lets the adventurers intuit that band's Greater Goal (see page III.314). The next time the Referee would roll for random encounters, the party meets this band of New People instead.
-
- 16 A great cumulus cloud (by night, lit by alien moonlight, starlight, or lightning) unmistakably resembles the face of one of the adventurers. If anyone addresses this cloud-person, it will answer silently and in slow motion, but anyone watching the lips can decipher its speech with a roll of Wisdom or lower on d20. It will answer truthfully one factual question, then turn itself inside out. This sequence then reverses, but now the clouds resolve into the face of someone the adventurers believe dead. This face can silently answer, truthfully, two more factual questions that the adventurers ask. The faces know everything in any book in the Referee's possession.
-
- 17 A great cumulus cloud (by night, lit by alien moonlight, starlight, or lightning) unmistakably resembles the childhood home of one of the adventurers. Over the next few minutes, it slowly transforms into the shape of the decomposing, severed head of a bird, then reverses the process until it resembles the childhood home of a different adventurer. If these two characters discuss these visions, they intuit a meaning behind this omen: give them some useful information about a keyed encounter they have not yet visited.
-
- 18 A great cumulus cloud (by night, lit by alien moonlight, starlight, or lightning) seems to offer a translucent view of the viscera of some living animal. Whoever rolls the lowest d20 roll under Wisdom recognizes the viscera as her own, based on current digestion or other sensations. Hereafter, any medicine or healing magic administered to this person by someone who has seen this vision has double the normal efficacy.
-
- 19 A mirror-like sphere grows in the sky, seemingly just overhead. But the reflection proves illusory: the sphere seems to project a non-reversed image of the world below as it looked d100 minutes ago. Anyone who observes this record for at least ten minutes gains one useful piece of information about one of the nearby map hexes (players' choice).
-



Roll

1d20 *Seen in the Sky*

20 A white sphere, faintly self-luminous, grows in the sky, and its surface displays single hand-inked characters of Earthly writing, which appear in a succession so rapid that at first, they seem a gray blur. But every few minutes, they slow enough that one can first detect their pulsation, then discern individual characters, and finally, recognize the language—and possibly read it. Anyone who attempts to transcribe the characters and who can also understand them will realize that the force controlling the signs has begun to directly address the transcriber: “Please, you must copy the following instructions precisely, and then give them to one able to carry them out!” The pulsation slows to a rate that the scribe can match, and over the next hour, the sphere dictates (d3+1) random Magic-User spells of Level Four or higher before signing off (“We thank you for your attention!”). The sphere then shrinks out of sight. Treat these transcriptions as spell scrolls. Roll d20 for the writing system.

- i. Arabic alphabet
- ii. Bengali script
- iii. Chinese characters
- iv. Cyrillic alphabet
- v. Devanagari script
- vi. Egyptian demotic script
- vii. Egyptian hieratic script
- viii. Ge'ez script
- ix. Greek alphabet
- x. Hangul (these appear grouped as syllables)
- xi. Hebrew alphabet
- xii. Javanese script
- xiii. Manchu alphabet
- xiv. Mayan script (i.e., glyphs)
- xv. Mongolian script (including Galik characters)
- xvi. Old Uyghur alphabet
- xvii. Persian alphabet
- xviii. Roman alphabet
- xix. Tamil script
- xx. Tibetan script



Falling From the Sky

The closer one gets to the Eye of the Warp, the more often unusual things fall from the sky. Unless otherwise noted, such a fall lasts for one minute and affects an area two hundred yards in diameter, centered on the party, and in sufficient volume to cover the ground to a depth of a quarter of an inch, though larger objects concentrate that volume in fewer places.

Falling From the Sky

Roll

1d100 Falling From the Sky

- | | |
|----|--|
| 1 | adult Atlantic blue crabs (<i>Callinectes sapidus</i>): Each character must make a saving throw versus Breath Weapon at +4 or lose d3 hit points. Upon contact with the earth they die, decaying to sludge and shell within one minute. |
| 2 | American bullfrogs (<i>Lithobates catesbeianus</i>): At first, all croak in thunderous unison. Any intelligent beings within one mile will hear and investigate. |
| 3 | Atlantic blue crab (<i>Callinectes sapidus</i>) larvae |
| 4 | Atlantic brief squids (<i>Lolliguncula brevis</i>) that make eye contact with humans, and hold it. Until the squids suffocate (after 2d6 minutes), their gaze interferes with concentration: anyone trying to take a complex action—debating, fighting, casting a spell—must first make a saving throw versus Magic. |
| 5 | Atlantic deep-sea scallops (<i>Placopecten magellanicus</i>): Each character must make a saving throw versus Breath Weapon at +4 or lose one hit point. After five minutes, the soft tissue of the scallops explodes like gunpowder. |
| 6 | Atlantic ghost crabs (<i>Ocypode quadrata</i>): Anyone who eats of these crabs will, for the next year, suffer nightmares about getting hunted by gigantic otters, waterbirds, and Powhatan. During this period, a normal night's sleep restores no hit points. |
| 7 | Atlantic mud crabs (<i>Panopeus herbstii</i>) |
| 8 | Atlantic oyster drill snail (<i>Urosalpinx cinerea</i>) |
| 9 | Atlantic razor clams (<i>Ensis leei</i>), haunted by the vengeful dead: Anyone who eats a clam raw or undercooked must make a saving throw versus Magic or become host for the vengeful spirit of a person belonging to one of the indigenous groups that lived here before the Monacans and Powhatan. The spirit will take control of the eater's body for one hour every time the host sleeps, to work quiet mischief. |
| 10 | Atlantic ribbed mussels (<i>Geukensia demissa</i>) |



Roll

1d100 *Falling From the Sky*

- 11 aurora: Ribbons of what look like atmospheric aurora cascade from the zenith, as if flowing into the ground where the party stands. Any spellcaster who has used spells today immediately regains them; any spellcaster who has used no spells today may choose one additional spell, beyond the normal allotment, to treat as memorized and ready to cast.
- 12 baby mice, which spontaneously combust one minute after impact
- 13 bald eagles (*Haliaeetus leucocephalus*), dead: Each character must make a saving throw versus Paralyzation or lose d3 hit points.
- 14 basking shark (*Cetorhinus maximus*), dead: This badly decomposed carcass has lost its lower jaw and gills, such that its outline now resembles that of a plesiosaur. Each character in the area must roll percentile dice, with a result of one indicating damage from the falling carcass. These unlucky ones must make a saving throw versus Breath Weapon at +4: success means a mere splash for d3 points of damage, while failure means an indirect hit for 2d6, and a natural one means a direct hit, and death. Immediately roll for a random encounter, as something comes to investigate the crash, the stench, or both.
- 15 black droplets: These spheres pass through solids and into the ground, leaving no mark, but they cause an electric tingle. Any Cleric touched by this fall can now cast the inversions of any reversible spells in his or her repertoire: treat these as extra spells, now memorized, above the caster's normal allotment, and available only until the next dawn. Furthermore, the Cleric longs to cast these inversions: in any situation where casting one might advance the party's goals, however slightly, the Cleric must make a saving throw versus Spells to resist casting.
- 16 black oak (*Quercus velutina*) acorns, carcinogenic: Anyone who eats them will develop sarcomas. Treat as a disease having an incubation period of 2d6 hours, an interval of twelve hours, an infection time of one week, and an effect of costing the victim d4 points of Constitution.
- 17 blood, forming mouths that face the party and whine for d4 minutes; roll for Disastrumous Life (page I.63) that comes to investigate
- 18 blood-soaked clumps of down
- 19 broad-clawed hermit crabs (*Pagurus pollicaris*), housed in strange transparent "shells" (plastic debris from a possible future Earth)
- 20 channel catfish (*Ictalurus punctatus*): Each character must make a saving throw versus Breath Weapon at +4 or lose d3 hit points. The biggest fish, a sixty-pounder, has in its belly a human hand wearing a gold ring worth 1,500sp.
- 21 cheese mites (*Tyrophagus casei*)



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Roll

1d100 *Falling From the Sky*

22	Chesapeake scallops (<i>Argopecten irradians</i>), rotting
23	chunks of ambergris, ranging in size from a bar of soap to a five-pound sack of flour. Each character must make a saving throw versus Paralyzation, and the person who fails by the most gets struck for d4 points of damage. The fall showers the area with 2d100 pounds of the waxy, musky resin, worth 200sp per pound.
24	chunks of still-warm mammalian brains of various sizes and shapes: Anyone who eats of the brains, raw or cooked, must make a saving throw versus Poison. The eater who fails by the widest margin develops an aggressive spongiform encephalopathy, losing one point of Charisma, Intelligence, and Wisdom per day until reduction below three in any one ability renders that character a drooling, stumbling idiot who wants only to eat things found on the ground. But the eater who makes the save by the widest margin gains an additional d4 to Charisma or Wisdom (player's choice), as the eaten brains re-structure and improve those of their host.
25	clinkers
26	clumps of Bactrian camel hair, smoldering
27	common white-footed mice (<i>Peromyscus leucopus leucopus</i>), possessed by a strange intelligence: The mice will run in formations that spell out mathematical and alchemical expressions. Any Magic-User who rolls Intelligence or less on d20 may interpret these messages and ask the mice up to three questions about the near future. Treat this as an inerrant version of <i>Augury</i> .
28	common sea stars (<i>Asterias forbesi</i>): After these land, their mass begins an anomalous increase, doubling every minute, until they flatten and sink into the earth.
29	crab roe
30	crayfish (<i>Cambarus diogenes</i>): Upon landing, all begin crawling in the direction of any numbered encounter area (Referee's choice) that the adventurers have not yet visited. After half an hour of crawling, they die.
31	crude oil
32	duplicates of d4 adventurers, who die on impact: They carry the same gear as their originals, including magic items, but the impact destroys any fragile goods.
33	earthworms (<i>Lumbricus terrestris</i>)
34	eastern black walnuts (<i>Juglans nigra</i>): Each character must make a saving throw versus Breath Weapon at +4 or lose one hit point.
35	eastern bluebird (<i>Sialia sialis</i>) eggs
36	eastern bluebirds (<i>Sialia sialis</i>), dead



Roll

1d100 *Falling From the Sky*

- | | |
|----|--|
| 37 | eastern elliptio mussels (<i>Elliptio complanata</i>), vaporous and ghostly: All who touch them will have nightmares about opening mussels containing the shrunken, screaming faces of loved ones. |
| 38 | eastern moles (<i>Scalopus aquaticus aquaticus</i>), frozen solid |
| 39 | eastern narrow-mouthed toads (<i>Gastrophryne carolinensis</i>) |
| 40 | eastern newts (<i>Notophthalmus viridescens</i>): One, with eyes of strange fire, will speak in any language spoken to it. In a bass voice it will intone, "Let the boldest among you swallow me whole, that we may commune." Whoever swallows the newt gains a point of Wisdom. Hereafter, in any matter concerning amphibians, let the swallower's player roll twice and take the better roll. |
| 41 | eastern oysters (<i>Crassostrea virginica</i>), soaked in gasoline and on fire: Each character must make a saving throw versus Breath Weapon at +4 or lose one hit point. |
| 42 | egg cases of the clearnose skate (<i>Raja eglanteria</i>) |
| 43 | egg cases of the cownose ray (<i>Rhinoptera bonasus</i>), frozen solid |
| 44 | fish roe |
| 45 | flecks of cartilage, bone, and marrow |
| 46 | freshwater eelgrass (<i>Vallisneria americana</i>), scalding: Each character must make a saving throw versus Breath Weapon at +4 or lose two hit points. |
| 47 | frog roe, haunted: For the next three sessions, frogs appear where least convenient for the party. Once per session, the Referee may declare that a frog has turned up somewhere undesirable. |
| 48 | ghost anemones (<i>Diadumene leucolea</i>) |
| 49 | grass shrimp (<i>Palaemonetes pugio</i>) |
| 50 | hailstones of frozen, layered blood |
| 51 | honey: Tonight, the party encounters a bear. (See page III.327.) |
| 52 | horseshoe crabs (<i>Limulus polyphemus</i>): Each character must make a saving throw versus Breath Weapon at +4 or lose d3 hit points. |
| 53 | hot hail: These orbs of proton-ordered ice formed under high pressure on another planet. Each character must make a saving throw versus Breath Weapon at +4 or lose d3 hit points. Rather than melt, the hailstones sublime directly into gas. |
| 54 | insect frass (i.e., cellulose debris chewed, excavated, or excreted by insects that consume plants or bore into wood) |



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Roll

1d100 *Falling From the Sky*

-
- 55 knobbed whelks (*Busycan carica*): Each character must make a saving throw versus Breath Weapon at +4 or lose one hit point. Inspection reveals that a few of the whelks move in reverse. Anyone who handles one of these reversed whelks disappears, traveling ten minutes backwards in time, to a moment just before the party arrives. This creates a new fork in the party's timeline, and thus an opportunity for the Referee and players to decide how the party reacted to meeting apparent duplicates of one or more of their comrades (just before whelks fall from the sky).
-
- 56 lead spheres (various sizes), still hot despite atmospheric cooling: Each character must make a saving throw versus Breath Weapon at +4 or lose one hit point.
-
- 57 least shrews (*Cryptotis parva parva*), drowned
-
- 58 little brown bats (*Myotis lucifugus*), dead: One in twenty will rise tonight, undead, to follow the party, seeking physical contact with the living. Anyone who sleeps must make a saving throw versus Poison or awaken with d4 undead bats clinging to her body. No Cleric spell can benefit this person until someone first casts *Dispel Magic*, *Remove Curse*, or another spell of exorcism. The bats decompose normally; after a week, they begin to fall apart, neutralizing their curse.
-
- 59 long-clawed hermit crabs (*Pagurus longicarpus*), housed in strange metallic "shells" (cluster bomblet casings from a possible future Earth)
-
- 60 marine eelgrass (*Zostera marina*)
-
- 61 marsh periwinkle snails (*Littorina irrorata*): After falling, their shells begin to heat, cooking their soft parts. If not shelled within one minute, they blacken, then burst into flames.
-
- 62 mercury: Each character in the area must make a saving throw versus Breath Weapon at +4 or get coated enough to suffer acute mercury poisoning. A victim loses d4 points from Constitution, Dexterity, and Wisdom, each, regained over as many months, unless cured by magical means.
-
- 63 milk, human
-
- 64 mosquito larvae the size of bullhead catfish
-
- 65 mucus curtains: Strands of mucus fall from the sky, and upon striking the earth, broaden suddenly into great sheets of transparent slime, still apparently hanging from the zenith. Over the next hour, these will harden, then crumble into flakes that the wind will carry away. A Magic-User will intuit that these flakes will work as substitutes for the material components of d4 spells, doubling either the spells' range or duration (Referee's choice). The flakes lose their potency after one week.
-



Roll

1d100 *Falling From the Sky*

- | | |
|----|--|
| 66 | night, false: Something suddenly dims the sunlight, in an effect like a total solar eclipse. This effect will follow the party for d100 hours. |
| 67 | northern krill (<i>Meganyctiphanes norvegica</i>), dead and reeking: After d4 minutes, a dead whale will fall here (see item #97). |
| 68 | ominous acorns: Acorns fall and immediately sprout, sending up knee-high saplings that gnarl and die, losing their leaves. A Magic-User will intuit that these leaves will work as substitutes for the material component of d4 spells, increasing the caster's effective Level by d3 for those spells. The leaves lose their potency after forty-eight hours. |
| 69 | ore: One ton falls over the area. Extracting all of the valuable metals would take specialized facilities, but gravity sifting for just the choice nuggets will recover half. Roll d8 for type: 1-5, iron (worth 5d100sp); 6, silver (worth [5 × d1,000]sp); 7, pyrite, a.k.a. fool's gold (worth 5d100sp); 8, gold (worth [10 × d1,000]sp). |
| 70 | Palpebral Colonists: A squall of rain drenches the party. Each character must make a saving throw versus Poison or acquire an eye infection caused by intelligent amoebae. After an hour, the amoebae begin to produce mildly psychedelic effects, first creating halos around objects and then producing overlays of color like oil-projected augmented reality. For the first three days of the infection, this interferes with vision: for any task requiring visual acuity or depth perception, roll twice and take the worse result. By the fourth day, the host discovers that these effects actually improve the vision, highlighting important details: gain a bonus of two to any d20 roll for an activity requiring visual acuity or depth perception. This effect lasts for one week. |
| 71 | passenger pigeon (<i>Ectopistes migratorius</i>) eggs |
| 72 | passenger pigeons (<i>Ectopistes migratorius</i>), dead |
| 73 | petrified minnows: Each character must make a saving throw versus Breath Weapon at +4 or lose one hit point. |
| 74 | pinecones, loblolly pine (<i>Pinus taeda</i>) |
| 75 | pine sap |
| 76 | pine tar, scalding: Each character must make a saving throw versus Breath Weapon at +4 or lose d3 hit points. |
| 77 | ponderous ark clam (<i>Noetia ponderosa</i>), freeze-dried |
| 78 | reeking sludge of mother of vinegar (<i>Acetobacter aceti</i> or <i>Mycoderma aceti</i>) and vinegar eelworms (<i>Panagrellus redivivus</i>) |
| 79 | rock sugar crystals: Anyone who tastes the stuff must make a saving throw versus Magic or become obsessed with collecting and storing it for later consumption. |



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Roll

1d100 Talling From the Sky

- | | |
|----|--|
| 80 | rotting blood: Each character must make a saving throw versus Poison or suffer nausea for the next hour or until able to wash garments and hair. Nauseated persons must roll twice on any die roll and take the worse result. |
| 81 | sargassum (<i>Sargassum natans</i>), psychedelic: Anyone exposed to this fall must make a saving throw versus Poison at +4 or experience 2d8 minutes of hallucination. A psychonaut seems to make a voyage from Earth through cosmic distances and back, for time-dilated eternities. She can still converse with her comrades on Earth, but such conversation attracts the attention of an extradimensional being that manifests as a halo like blue gas flames around the psychonaut. This halo will send forth a tongue of luminosity to attempt to lick the spells from the mind of any spellcaster not hallucinating, who must make a saving throw versus Magic or lose d4+1 Levels of ready spell power (chosen by the player). Five points of magical damage will sever the tongue and end the visitation, but not the drug trip. |
| 82 | sawdust, fresh |
| 83 | sea squirts (<i>Molgula manhattensis</i>), immortal and resistant to all disease and injury, but helpless on land |
| 84 | silver maple (<i>Acer saccharinum</i>) samaras, in a whirling blizzard |
| 85 | southern black widow spiders (<i>Latrodectus mactans</i>): Each character must make a saving throw versus Poison. Success means a handful of bites, locally painful, but medically insignificant; failure means latrodectism, costing the victim 2d6 points of Constitution, lost over as many hours, to cramps, nausea, and sweats. The sufferer takes d4 days to recover. |
| 86 | spider silk: Each character must make a saving throw versus Paralyzation or suffer the effects of the spell <i>Web</i> (q.v.). |
| 87 | squid egg masses, slightly warmer than human body temperature |
| 88 | steel spheres: ball bearings from a possible future Earth |
| 89 | stout razor clams (<i>Tagelus plebeius</i>), each individually wrapped and tied in a banana leaf |
| 90 | staurolite crystals, looking like stony polyhedra melted together into X-shapes |
| 91 | sweetgum tree (<i>Liquidambar styraciflua</i>) fruit, smoldering |
| 92 | sweetgum tree fruit, green and spiny |
| 93 | transverse ark clam (<i>Anadara transversa</i>): The fattest contains a gigantic pearl, worth 2,500sp. |
| 94 | turnings from a metal lathe: Roll d12. On a twelve, the turnings consist of precious metals, worth (d100 × d100) Silver Pieces if gathered. |



Roll

1d100 *Falling From the Sky*

- | | |
|-----|--|
| 95 | turnings from a wood lathe, freshly cut |
| 96 | vitrified minnows: Each character must make a saving throw versus Breath Weapon at +4 or lose one hit point. |
| 97 | whale, dead: This baleen whale carcass bursts on impact, its tons of rotting blubber, viscera, and blood deflecting outward like a blast-wave of putrescence. Each character must roll d20, with a one indicating damage from the falling carcass. These unlucky ones must now make a saving throw versus Breath Weapon at +4: success means a splash for (d3+1) points of damage, while failure means an indirect hit for 3d6, and a natural 1 means a direct hit and death. After the fall, roll for a random encounter, as something comes to investigate. Anyone willing to brave the stench can scavenge (2d4 × 500)sp worth of whalebone (baleen). |
| 98 | white oak (<i>Quercus alba</i>) acorns |
| 99 | wild turkeys (<i>Meleagris gallopavo</i>), dead: Each character must make a saving throw versus Breath Weapon at +4 or lose d3 hit points. |
| 100 | wolf spiders (<i>Pardosa milvina</i>): One in twenty carries a white egg capsule, and one in twenty of these contains not eggs, but a transparent sphere behind which shadowy forms lurch and flow. A Magic-User who rolls Wisdom or less on a d20 intuits that she can use this window to gain a +4 to d20 rolls in a <i>Summoning</i> spell. In twelve hours, the sphere will cloud over and become useless. |



Disastrumous Hazards

At all of these hazards offer a visible warning. Any spell of detection reveals them; so will travel at half speed.

Disastrumous Hazards

Roll

1d20

Hazard

- 1 **Cold Slick:** Along the ground creeps this bank of fog, d1,000 yards across, where air temperatures plummet. The party can see it advancing: frost creeps over leaves and ice skims water. Unless they take another route, everyone in the party loses (d6+1) hit points to the cold, though a successful Bushcraft or saving throw versus Breath Weapon (one roll, player's choice) halves this.
- 2 **Depersonalization:** Each person who passes through this area suffers a temporary loss of self, feeling alien to her own body and memories for the next d100 minutes. To undertake any action beyond staggering around in baffled self-disgust, make a saving throw versus Magic: success grants the character d12 minutes of clarity.
- 3 **Electrostatic Squall:** For the next minute, metal sparks with discharges of electricity. Determine which character carries the most metal: that person suffers (d8+1) points of damage, halved if the character makes a saving throw versus Breath Weapon. The person carrying the second-most metal suffers one point less damage than the first victim, again subject to reduction by a save. And so on, until you reach zero, and the squall ends.
- 4 **Fast Times:** A membrane ripples across the Player Characters' path. An ambient light much brighter than conditions outside suffuses objects within, which blur with vibration. To one who enters, all within appears normal, but the world without seems strangely dark and slowed. Within, time passes three times as fast as without. The effect spans a quarter of a mile.
- 5 **Gravity Bubble:** A warp in space has caused gravity to redirect toward a point 3d12 feet above the ground, where hangs a spherical clump of rocks, earth, and uprooted trees. On the sphere, some creature or creatures have become trapped: roll for a random encounter. Persons coming within sixty feet of the clump begin to feel the upward pull. Give them one warning, and if they continue, ask them to roll Dexterity or lower on d20 to avoid falling and landing on the clump.



Roll

1d20 Hazard

-
- 6 **Gravity Disc:** A warp in space has caused gravity to flow parallel to the ground in a disc-shaped area ($d4 \times 100$) feet across. Outside, trees tilt toward its center, while others lie uprooted. At the center of the disc lies a cylinder of debris ten feet high for every twenty feet of the Disc's diameter. Those traversing the area must either use ropes, or they must roll Dexterity or lower on d20 to avoid falling. If anyone fails, take the difference between the target and the d20 result: the character loses this many hit points, tumbling this many yards sideways. On the cylinder of debris, some creature or creatures became trapped, standing at ninety degrees to observers. Roll for a random encounter.
-
- 7 **Gravity Sinkhole:** The ground curves down into a sinkhole ($d6 \times 100$) feet across and one-tenth as deep. Anyone nearby feels a downward and lateral pull; use the mechanics of the Gravity Disc (above) to determine the effects of a fall. In the center of the pit, gravity presses down with three times its normal strength.
-
- 8 **Heat Slick:** Along the ground creeps a shimmering zone, $d1,000$ yards across, where temperatures rise. Leaves curl and wither, and birds flee or fall overheated. Unless they take another route, everyone in the party loses ($d6+1$) hit points to the heat, though a successful Bushcraft or saving throw versus Breath Weapon (one roll, player's choice) halves this. Any open flames in the area risk wildfire.
-
- 9 **Hypercombustion:** For the next $d1,000$ yards, any combustion becomes an explosion. A lit pipe bursts, costing $d3$ hit points and prompting a saving throw versus Breath Weapon: failure means blindness for the next $d12$ hours.
-
- 10 **Hyperdecomposition:** Over this $d1,000$ yards, non-living but organic materials—leather, cloth, and wood—age years every minute. Food spoils immediately. If the adventurers do not hasten away, most of their belongings will disintegrate.
-
- 11 **Lightning Slick:** Along the ground creeps a zone, $d1,000$ yards across, where wrist-thick bolts of lightning crack skyward every few seconds. Unless they take another route, everyone in the party must roll $d100$. Whoever rolls lowest loses $d8$ hit points to one of these bolts, but thereafter gains a resistance to electricity. Not only will no further bolts from a Lightning Slick strike her, but also any future electrical attacks inflict only one third damage (rounded down).
-



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Roll

1d20 Hazard

-
- 12 **Metal Mold:** Here hangs an odorless haze, the spores of a metal-digesting alien fungus. In eight hours, it will turn to dust any metal left unattended, but the electrical fields of animal life interfere with its digestion. Each person passing through the haze must make a saving throw versus Poison, and for every two points by which she fails, she loses one item composed of metals (determined randomly). Treat as a single "item" any collocation of small metal objects, like a chain or a purse of coins. Anyone who has passed through the Metal Mold becomes totally immune to the bolts of the Lightning Slick.
-
- 13 **Mnemonic Incontinence:** Local forces transcribe memories among similar brains. Everyone passing through this area must make a saving throw versus Magic or temporarily lose 2d6 Wisdom to the confusion resulting from intrusions of other people's memories. Anyone reduced below three Wisdom can only stumble around in confusion. Every hour, one point of Wisdom returns.
-
- 14 **Reanimation:** Dead biological matter not currently undergoing digestion within a living organism returns to a semblance of life, oozing and gently writhing, whether or not its source (for example, woolen fabric) can normally move.
-
- 15 **Recapitulating the Phylogenetic:** Everyone in the party must make a saving throw versus Poison at +4 or transform. Roll d8.
- i. proportions become that of a two-year-old child
 - ii. proportions become that of a human fetus at ten weeks
 - iii. body becomes hirsute
 - iv. skeleton reconfigures so that the person can knuckle-walk at normal speed, but walks at half-speed upright
 - v. hair falls out, and skin becomes wet and amphibian; the person must stay damp or lose one hit point per hour
 - vi. fingers and toes web together
 - vii. gills open from neck; the person can now breathe underwater, but can only survive in air for an hour at a time
 - viii. body turns into heap of protoplasm
- A transformation takes three minutes, during which a *Dispel Magic*, *Remove Curse*, or healing spell will reverse the process.
-
- 16 **Resurrection:** Thermodynamics reverse, such that dead biological matter not currently undergoing digestion within a larger organism returns to the freshness of life. Leather, foodstuffs, and wood now seem as if freshly torn from living sources. Not only may some substances lose structural properties (for example, leather loses its toughness), but they will now begin normal putrefaction.
-



Roll

1d20 Hazard

-
- 17 **Slow Times:** An object like a membrane ripples across the Player Characters' path. Objects within seem weirdly shadowed, and objects like tree limbs move as if through treacle. One may cross the membrane without harm. Once inside, all within appears normal, but the world without seems strangely blurred and brilliant. Within, time passes one third as fast as without. The effect spans a quarter of a mile.
-
- 18 **Thaumaturgic Incontinence:** Local forces untie the knots of memory that hold the principles, ratios, and syllables necessary for the casting of spells. Every Magic-User must make a saving throw versus Magic. Failure means that the player must choose one of the following, based on what the character has available to lose: 2d4 Levels of prepared spells, or (d4 × 500) XP, or d4 Intelligence.
-
- 19 **Thought Obtrusion:** Persons passing through this area find the thoughts of others intruding into their own. This effect lasts for one hour. Any adventurer with an important secret automatically spills it to at least one other character. (Have each player write down one secret, then redistribute secrets.) Anyone within thirty yards of a spellcaster may make a saving throw versus Magic: success lets this person take one of that spellcaster's spells and to store it in her own mind. The spellcaster knows who has taken the spell as surely as if the taker had snatched it from her pocket. If the taker does not cast the spell during the following hour, the spell slips from her mind and back into the spellcaster's.
-
- 20 **Volcanic Intrusion:** The area ahead becomes geothermally active. Unless the party finds an alternate route, everyone must make a saving throw versus Breath Weapon or lose d6+1 hit points to noxious gasses, pyroclastic burns, or falls into scalding mud.
-







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LAMENTATIONS
of the
FLAME PRINCESS

A TRUE RELATION

OF THE GREAT VIRGINIA DISASTRUM, 1633



VOLUME II

LO! NEW LANDS

EZRA CLAVERIE

LAMENTATIONS
of the
FLAME PRINCESS
ADVENTURES

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KEYED ENCOUNTERS IN VIRGINIA

If the adventurers travel along paths of least resistance—like trails, bottomlands, or streams—assume that they automatically run into that hex’s keyed encounter after some interval of travel, say 100 minutes after entering the hex.

1. Displaced Monacans
2. Village of the Spirit Snail
3. Trees of Flesh and Amber
4. Escapees’ Camp
5. The Spine-Snapper
6. The Second Trefusis
7. The Speaking Swamp
8. Pokeweedia
9. The Cicada Eruption
10. The Murder Cypress
11. The Factory Fungus
12. The Mussel Dam
13. Fairy Square
14. The Segmental Sow
15. Vale of the Carcass Naiad
16. The Fabricator
17. The Transcriptor
18. The Spacelock
19. The Blistered Forest
20. The Eye of the Warp

The author encourages Referees to salt the map with encounters of their invention.



1. DISPLACED MONACANS

Jere, (d6+1) dozen Monacans have temporarily encamped, since Sub-Processes transformed their former village as described in “Trees of Flesh and Amber” (page II.108). They have run low on food, but they have not yet grown desperate enough to seek Powhatan help. If outsiders approach, the men will take up spears, war clubs, and bows, but take no further hostile action unless provoked.

MONACAN MAN: **Armor** 12, **Move** 120', 0 Level, 4hp; bow d6 or spear d6 or war club d6; **Morale** 10. Attack Bonus +2 with bow; Bushcraft 6, Stealth 3.

MONACAN NONCOMBATANT: **Armor** 12, **Move** 120', 0 Level, 3hp; mêlée weapon d3; **Morale** 6.

Many in the encampment speak good Powhatan, and one young man speaks a hundred or so words of English.

The Monacans have information and an English captive to trade. They hold Alexander Dickinson, a would-be explorer who had hoped to find the Lost Principality of Madoc (see page I.7). The Monacans captured him in the hope of ransoming him to the Colony, but in their newly straitened condition, the price has fallen: three firearms or a hundred pounds of foodstuffs. (Treat Dickinson as a zero-level civilian who overestimates his competence.)

Five days ago, Trefusis #1 (page I.68) visited here, with three Englishmen and two Powhatan, asking questions about the strange happenings in the sky. But Trefusis refused to bargain for Dickinson (who took more offense at this than at his captivity).

The Monacans know firsthand about the Trees of Flesh and Amber (encounter #3), and although they will warn about the Polygonal Guardians, they know nothing of the other hazards. From traveling hunters they have heard fragmentary reports of the Murder Cypress (#10) and the Mussel Dam (#12).

P

۷

The villagers killed the things, and some of the bolder villagers butchered, cooked, and ate one. They rolled the rest of the carcasses into a nearby ravine.

But before morning came, the ghosts of the snails crawled forth to attack the Monacans, chilling those too slow to flee and coating their remains in preservative slime. The abandoned village now contains eight human bodies thus embalmed (marked * on the map, page II.105).



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* Slime-embalmed Villager

Village of the Spirit Snail



Beneath the glassy hardened slime, in postures of defense, lie aged Monacans, as well as an older sister carrying a baby brother. If anyone cracks a slime-shell, the organic matter within immediately decomposes, and a black and noxious cloud erupts. Anyone within ten feet must make a saving throw versus Poison or become helpless with nausea for the next minute.

When they abandoned this village, the Monacans left behind many personal belongings. Searching any house will discover half a dozen non-food items from the Indigenous Belongings Table (page I.48), but mice, raccoons, and bears have eaten the foodstuffs down to crumbs. The village's gardens will yield a days' worth of food to any person who spends a day picking, shelling, and husking plants ready before their normal season.

In the ravine (see map), scavengers continue to feed on snail carrion. Anyone inspecting the heap of carcasses notices a glint as of crystal: $(d4+1)$ hooked and transparent teeth, fallen from the radulae (rasping tongues) of the dead snails, scattered by crows and coyotes. These teeth consist of biological diamond. Each snail's teeth will fetch $([d4+1] \times 100)$ sp.

Harvesting the teeth requires disgusting labor with diminishing returns. The first ten snails' worth of teeth take one labor-hour per snail; the second ten, three labor-hours per snail; and the final batch, five labor-hours per snail. A shell will fetch $(d4 \times 100)$ sp, but cleaning it of decomposing flesh requires hot water, an hours' labor, and a strong stomach.

The First Night

If visitors pass a night within the village, then shortly before midnight, the nearest household's fields generate $3d6$ Ghost Snails. They move with jerky speed, like a time-lapse film, and they will not cross running water.

GHOST SNAIL: **Armor 12, Move 60', 1 Hit Die, Shp, chilling ectoplasm $d6$ hp, Morale 12.**
Immune to mundane weapons.

At daybreak, anyone who has passed a night within the village finds her belongings streaked with snail trails. Worse, each person finds one of her personal belongings not only snail-streaked, but also gnawed to a useless ruin, as if by snails with diamond teeth. Determine the item randomly or ask the player to designate the character's second-most important piece of gear for the snails to ruin. This happens despite keeping watch, and the phenomenon may affect objects inside sealed containers.



The Second Night

If visitors pass a second night within the village, they will receive a visit by $d3+1$ Helminthic Plagiarents, duplicates of their comrades. NPCs traveling with the party make good candidates.

The Plagiarents will come among the adventurers only if the party somehow divides its forces or its attention (for example, some sleeping while others watch, and so on). If the party stays close together and watchful, then one Plagiarent will approach as if in clumsy stealth, then retreat, hoping to divide the party's number. If this ruse succeeds, then other Plagiarents will copy the pursuers, then approach whoever remained, asserting that they lost the trail of the mysterious figure.

HELMINTHIC PLAGIARANT: **Armor** as original, **Move** as original, 2 Hit Dice, 7hp, damage as original (by weapon), **Morale** 12. Anyone listening to their proposals must make a saving throw versus Magic or find them persuasive.

A few hours before the dawn of the third day, the sky seems to grow overcast, and a strange and murky fog seeps down. Sheets curl and pulse overhead.

The Dawn of the Third Day

The strange fog has obscured the sky so completely that the daybreak seems not to come. When the clot-red Sun creeps over the ridge to the east, it dimly reveals the structure of the fog: a cloud in the shape of a colossal snail-corpse, as wide as the valley, with the adventurers deep within its body.

From other parts of the valley, several dozen whale-sized shapes wriggle to life in the morning light, then begin to crawl along the channels of the Spirit Snail's body, converging toward the party. One minute later, $d4+1$ of these Spirit Flukes will arrive.

SPIRIT FLUKE: **Armor** 12, **Move** 90', **Hit Dice** 15, 40hp, bite 2d12 or etheric conversion, **Morale** 12. Anyone bitten must make a saving throw versus Magic or become etheric.

First, the Spirit Flukes will attempt to swallow any giant snail shells that the party has removed from their resting place in the ravine. Then the Spirit Flukes will attempt to swallow anyone who has not fled.

Five minutes later, another wave of Flukes will arrive. The Spirit Snail contains a total of 4d12 Flukes.

Anyone who spent this third night in the village gets a +4 to the next three saving throws against attacks by invertebrates, living or ghostly.



3. TREES OF FLESH AND AMBER

This village sits at the eastern edge of Monacan territory. In the oral tradition of the villagers, they settled this land hundreds of years ago, driving out the Algonquian-speakers then dwelling here.

Even before the Disastrum rose over the Piedmont, this village had already declined. Many had died in warfare with Powhatan or from smallpox brought by the English. Fields had gone to weed, and some houses stood abandoned.

Then a few weeks ago, a thing like a branching and recombining stream of quicksilver came crawling, flanked by two angular, impossibly flat objects drifting in the air. The crawling thing, a coalition of fugitive Sub-Processes (q.v.), adapted to its own purposes several of the village's largest trees, while the angular flat things slashed at those brave enough to approach. The survivors fled.

To eyes used to European architecture, the village seems sprawling and haphazard, and lacking in right angles. No fences divide worked fields from fallow, or neighbor from neighbor; the long axes of houses point every which way, and footpaths trace routes of utility, rather than a surveyor's line.

When the Monacans abandoned this village, they left behind many personal belongings. Searching any house will discover half a dozen non-food items from the Indigenous Belongings Table (page I.48), but mice, raccoons, and bears have eaten the foodstuffs down to crumbs. The village's gardens will yield a days' worth of food to any person who spends a day picking, shelling, and husking plants ready before their normal season.

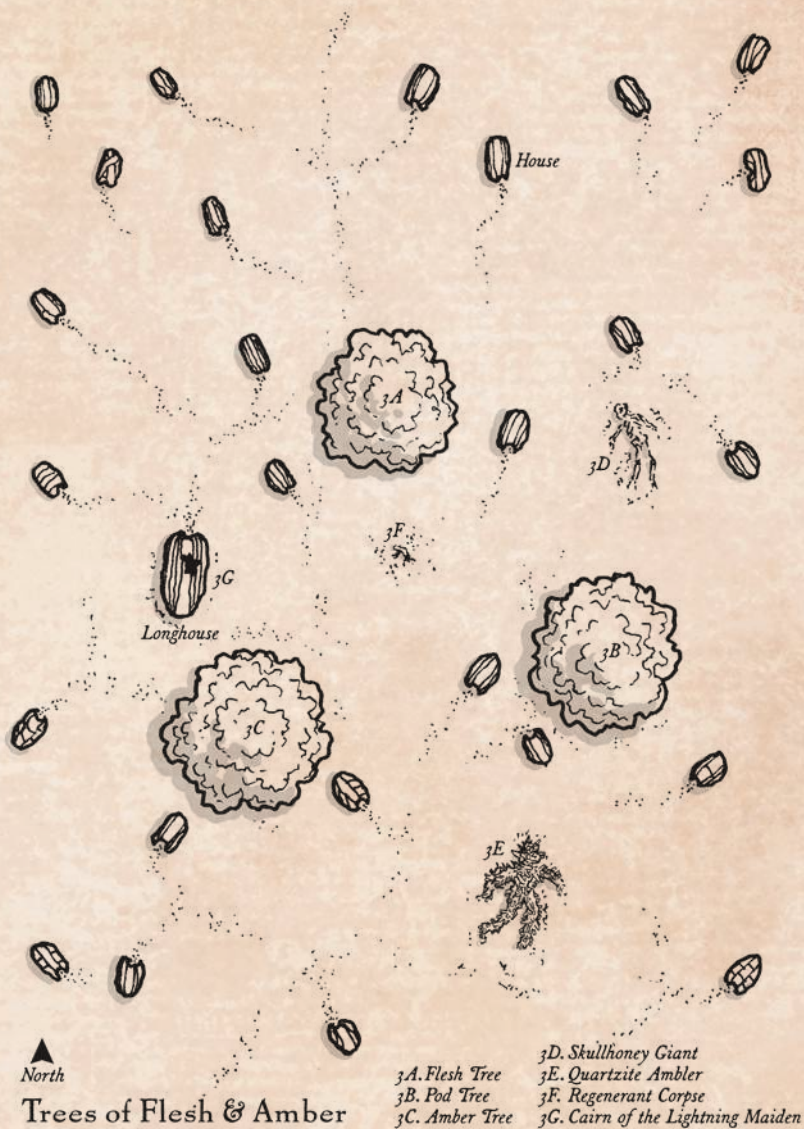
Three trees, altered by the Sub-Processes, tower more than three hundred feet tall, making them salient for miles. If anyone tries to cut down one of these giant trees, d4+1 Sub-Processes will crawl from its roots to defend it.

SUB-PROCESS: **Armor 12, Move 120', 2 Hit Dice, 10hp, neural insinuation d3hp, Morale 12.** Attack paralyzes; immune to non-magical weapons.

The following letters correspond to those on the map on page II.109.



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3A. Flesh Tree

This colossal white oak (*Quercus alba*) swelled so fast that it displaced earth around it into a crater-like rim. A four-sided Polygonal Guardian floats at shin height, parallel to the ground, guarding the Flesh Tree. The Guardian will approach, but not attack, anyone who comes within sixty feet of the trunk. If anyone comes within twenty feet of the trunk, it will sharpen itself into a point and charge.

POLYGONAL GUARDIAN: **Armor** 12, **Move** 90', 2 Hit Dice, 10hp, stab d8, **Morale** 12.
Ignores first four points of armor and radiates heat when damaged.

From a distance, the tree appears to have scared or diseased patches, smoother than the surrounding bark, mottling it. Each runs from the canopy down to the roots.

Inspection from within thirty feet reveals the nature of these lesions: whorled masses of apparently human flesh. They include unfocused but blinking eyes, hands palsied into fists, and teratomas of fingernail and hair.

Close examination reveals dozens of mouths amid the flesh, all closed. Using a non-living instrument to prod the tree-flesh causes the mouths on that side of the tree to open with a gasp, then snap shut in unison.

But if someone touches living flesh to the humanlike tree-flesh, then the mouths on that side begin a glossolalic chorus of babbling, which continues for d4 minutes. If anyone uses magic of translation on this speech, it allows the caster to understand the torrent spoken by the Flesh Tree, which talks in its sleep. For every minute that it talks, it reveals the approximate location and nature of one of the other encounter areas in this section (#1-20).

Afterward, the mouths on that side of the tree will not babble again for a full day. If both sides babble, then the tree will fall silent for three days.

But if anyone touches the tree-flesh with a holy symbol, holy water, or any object that would detect as magic, then the mouths on both sides open to sing a weirdly microtonal chorus of trills, croaks, and glissades. If anyone tries to accompany this song with voice or instrument, then filaments like spiderweb will spring from the tree to embrace the accompanist. The accompanist instantly gains basic knowledge of one other of the twenty keyed encounter areas in the Virginia section of the book and also gains either two points to Wisdom or enough experience points to get halfway through the next Level (player's choice). The filaments then dissolve, and the tree falls silent for a year.



3B. Pod Tree

The branches of this immense beech (*Fagus grandifolia*) droop with several dozen burred, triangular beechnuts, each a yard long. Within these cupules form simulacra of humans from the mound-building culture who dwelt in the Piedmont before the Monacans settled here.

Every day or two, one falls, and from it emerges a simulacrum, fully clothed and unharmed by the fall. The Polygonal Guardians (at #3A and #3C) ignore it. The simulacrum walks around for an hour or two, observing, then lies down and dies. It decomposes weirdly: usually too fast, but sometimes too slow, or into more mass than it contained in life. (For examples, see D, E, F, and G below.)

For every hour the party spends in the village, they run a 5% chance that one of these cupules falls. Since each cupule weighs nearly two hundred pounds, and they fall from a hundred or more feet, anyone in the village can hear the impact.

A simulacrum will attempt to evade capture, but it will not fight. If questioned in its own language, it will declare that it has returned to life to observe the world for a short time, but it neither knows nor cares why. It just wants to walk around, look, smell, and then die.

Treat it as undead, despite its living appearance. Any spell that could either influence its will (for example, *Turn Undead*) or that could eavesdrop on its thoughts (ESP) instead causes the spellcaster to fall into a nightmare delirium for d4 hours. Upon waking from this delirium, the caster realizes that she has learned of the existence of the Spaceholes in the Eye of the Warp (page II.189), and that the Spaceholes lead to other places, though she does not know where (or when).

If the adventurers cut open a hanging beechnut, they find a mass of whitish fibers in the shape of a human being in the fetal position. Suddenly these fibers reach for the nearest person; if multiple adventurers offer targets, randomly determine the unlucky one.

That person must make a saving throw versus Magic or find her mind transferred into the fibrous body within (which will begin to decay in d4 hours). This fiber-body is clumsy, it cannot speak, and it cannot detach itself from the surrounding pod without dying. Meanwhile, the adventurer's body becomes possessed by an intelligence within the tree, which will try to lead the adventurers away from the tree. If the fiber-body begins to decay while it holds the mind of the possessed person, then the tree-demon gets to keep the possessed body. Spells like *Remove Curse* and *Dispel Evil* will drive the intelligence from the adventurer's body, allowing her mind to return, provided her fibrous host-body has not yet begun to rot.

If any adventurer dies in the village, then the next simulacrum exactly resembles her.



3C. Amber Tree

This shagbark hickory (*Carya ovata*) has leaves four feet long, disproportionate even considering its great size. On its bark have formed globules of what look like tree sap already fossilized into amber, ranging in size from cherry to lemon.

A nine-sided Polygonal Guardian watches the Amber Tree. It will approach, but not attack, anyone who comes within sixty feet of the trunk. If anyone comes within twenty feet of the trunk, it will sharpen itself into a point and charge.

POLYGONAL GUARDIAN: **Armor 12, Move 90', 2 Hit Dice, 10hp, stab d8, Morale 12.**
Ignores first four points of armor and radiates heat when damaged.

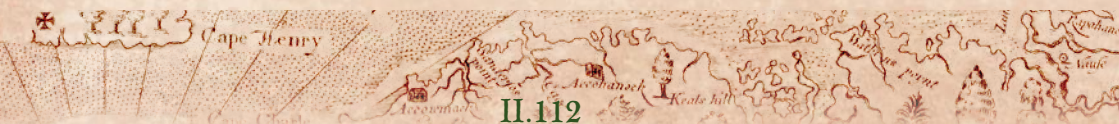
Persons standing on the ground can reach (d4-1) globules of amber without climbing; the tree contains 3d20, but finding them all will take hours of coordinated effort. On close inspection, one finds the amber thick with what look like fossilized insects, but a naturalist quickly realizes that none matches the body plan of any Earthly organism.

Anyone who harvests a piece of amber runs a one in six chance of freeing one of these corpses. If this happens, the exhumed creature will exhale a puff of white vapor that swirls around the head of the harvester. Because of the smallness of the vapor-puff, others may not notice.

A harvester who releases a vapor-puff must make a saving throw versus Magic. Success means that the harvester resists the overtures of the Amber-Tree Ghost, which dissipates. But failure causes the vapor to swirl into a nostril or ear, erasing the victim's memory of the incident. The Ghost takes up residence in the harvester, preventing other Amber-Tree Ghosts from doing the same. Possession will not become a problem until the next time the possessed goes to sleep.

AMBER-TREE GHOST: **Armor 12, Move 120', 2 Hit Dice, 9hp, chilling touch d6+1, Morale 12. Immune to non-magical weapons.**

Each piece of amber harvested from the tree will fetch (d12 × 50)sp, but it does not go quietly. Every night, the pieces rustle and stir, and each piece has a one percent chance of cracking to release a vengeful Amber-Tree Ghost. Worse, each piece contains multiple such ghosts. A spell of exorcism (for example, *Dispel Evil*) can banish the ghosts.



3D. Skullhoney Giant

Among the weeds in an abandoned bean-patch lies a skeleton twenty feet long, which despite its size, looks human. One of the simulacra from the Amber Tree began growing after it died, then decayed too fast. Its bones now look as if they have bleached in the sun for months.

A colony of Disastrumized Honeybees has built a hive in the two-foot-wide skull, and the combs now hold four pints of Disastrumized honey (page III.348). Anyone coming within thirty feet of the skull by day notices the colony, and anyone disturbing the skull provokes the bees.

3E. Quartzite Ambler

This simulacrum began to crystallize before it died. It now resembles a burly abstraction of a human figure, composed of fist-sized cubes of quartz, with thumb-sized intrusions of amethyst, chalcedony, and prasiolite.

Every d4 hours, the Ambler takes one step forward. Each step tears up topsoil, so that it has left a trail, the newest footprints only a few hours old. It has spent weeks wandering the village this way, with an inscrutable purpose. Otherwise it seems stonily rigid.

THE QUARTZITE AMBLER: **Armor 12, Move 60', 4 Hit Dice, 20hp, stony punch d8+1, Morale 12.**

It will ignore rough handling short of damage to its crystals or attempts to push it over.

3F. Regenerant Corpse

In nearby trees perch dozens of crows, some fat enough to have trouble flying. Here fell a simulacrum of an old man, but the corpse neither putrefied nor shriveled in the sun, and it regenerates any lost flesh within a few hours. Some coyotes found the corpse and ate their fill, attracting the crows. Although the man's clothes lie scattered and trodden by scavengers, his body looks as if he died moments ago.

Now, a pack of 3d4 obese coyotes, a third of them puppies, laze around the corpse, bestirring themselves only to drive off larger predators. In their eyes, "predator" includes any human who would approach within forty feet of the Regenerant Corpse.

OBESE COYOTE: **Armor 14, Move 240', ½ Hit Die, 4hp, bite d4, Morale 5.**

The corpse's flesh carries a virulent prion disease that only affects humans. Contact with its blood or other fluids prompts a saving throw versus Poison: failure means that the victim begins to lose one point of Charisma, Intelligence, or Wisdom per day (player's choice). If any of these attributes reaches two or lower, the character becomes incapable of daily self-care. *Cure Disease* halts the disease's progression, but only *Heal* will restore lost abilities.

The saliva of the coyotes swims with this prion, so anyone bitten must make a saving throw versus Poison or contract the disease. Only reducing a carrier to charcoal will neutralize the prion.

3G. Cairn of the Lightning Maiden

In the village's grand longhouse rises a cluster of feathery crystal spikes, composed of aragonite, calcite, and cubic pyrite. The pyrite glimmers in hues of copper, silver, and gold, but only an assay will reveal their worthlessness. The crystals sit under a tear in the roof, scorched at its edges.

A simulacrum of a teenage girl fell here, and her corpse began sucking minerals from the ground. These minerals first created an opaline fossil of the girl, but the accumulation continued, and from her statue rose the crystals that now reach nearly to the hole in the roof. Only close inspection of the crystals' base reveals the Maiden's human outline.



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The crystals maintain weird relations with lightning. Any creature bigger than a crow that approaches within twenty feet prompts a flicker of lightning at the zenith, obvious by night, but only noticed by day if someone has declared that a member of the party watches above.

The Cairn has only eight valuable metallic crystals and 5d20 crystals of worthless pyrite.

Anyone who removes crystals must roll her Wisdom or lower on d20. If the thief rolls higher than her wisdom score, then a bolt of lightning strikes the Cairn. Take the difference between the roll and the Wisdom score to determine the effect.

Cairn Lightning

Result	Effect
1–2	dazed for one minute: roll any die three times and take the worst result
3–4	dazed for 2d20 minutes
5	knocked unconscious for 2d4 minutes; headgear burnt beyond salvage
6	as #5, but also lose d4+1 hit points
7	as #5, but lose d6+1 hit points
8	as #5, but lose d8+1 hit points
9	as #5, but lose d12+1 hit points
10	A bolt lands directly on the thief, causing her to explode in a shower of incandescent debris that strike anyone within ten yards for d4+1 points of damage. The longhouse catches fire.

But if she rolls equal to or lower than her Wisdom, roll d8 for the result.

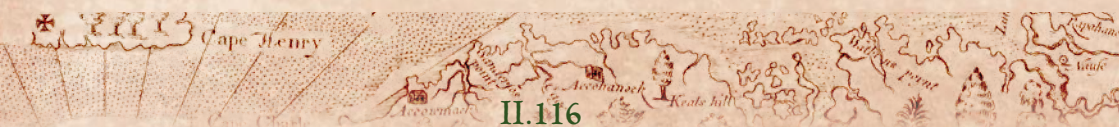
Cairn Crystal

Roll	Result
1d8	
1	visitation: The adventurer manages to break off one spiky crystal, but then a bolt of violet lightning arcs from her to the zenith, and she disappears. In d6 minutes, the bolt arcs back down, returning the adventurer, stunned for 2d12 minutes. She has a dreamlike memory of eavesdropping on conversations rumbled by gigantic entities; from this, she learns of the existence and approximate nature of the Spacelock (#18). The crystal, mostly copper, will fetch (2d6 × 20)sp.



**Roll
ids Result**

- 2 **possession:** The adventurer manages to break off a fan-shaped mass of crystals, but then white plasma filaments dance from her eyes. Possessed, she attempts to seize one mundane object from the hands of a comrade. If she succeeds, an otherwise harmless bolt of lightning curls down through the hole in the roof and snatches the object skyward, never to return it, and the possession ends. If after six rounds the possessed has not seized the object, the possession ends with a pop and a gust of ozone. *Dispel Evil*, *Exorcise*, or even *Remove Curse* will end the possession. The mass of aluminum crystals will fetch $(2d6 \times 100)$ sp for its novelty in this century.
- 3 **aura:** The adventurer may harvest many crystals, but she begins to emit a halo like St. Elmo's fire. Faint by day, by night it sheds enough light to read by. After 3d6 hours it fades. During this time, no spell can affect the character, but any spell of purgation—*Dispel Magic* and so on—voids the effect. One crystal actually consists of platinum, but will fetch only $(2d6 \times 100)$ sp, because in the 1600s, humans still mistake platinum for a kind of silver.
- 4 **forks:** The adventurer may harvest many crystals, but her body begins to writhe with tongues of harmless plasma, emitting light as in #3 (above). After one hour they fade. Any spell of purgation voids the effect. One crystal consists of gold, worth $(2d6 \times 200)$ sp.
- 5 **crystals, auratic:** The adventurer may harvest d100 crystals. Once removed from the main formation, these crystals emit an aura as in #3, but for 2d4 days. Anyone carrying one gains a +4 to saving throws versus Magic while the aura lasts. One crystal consists of palladium, worth $(2d6 \times 100)$ sp if mistaken for silver.
- 6 **crystals, plasmatic:** The adventurer may harvest d100 crystals. Once removed from the main formation, the crystals emit plasma forks as in #4, but for 2d4 days. Anyone carrying one gains immunity to electrical effects (including others listed here) while the forks burn. One crystal consists of ruthenium, worth $(2d6 \times 100)$ sp if mistaken for silver.
- 7 **crystals, repulsive:** The adventurer may harvest d100 crystals, but d12 of them repel other objects. If dropped, they bounce, then hover a few inches from the ground. One crystal consists of osmium, worth $(2d6 \times 100)$ sp if mistaken for silver.
- 8 **crystals, invasive:** The adventurer may harvest d100 crystals. Together, they behave like ordinary pyrite. But if touched to any other metal, they instantly weld themselves to it, sending rootlets into the object. Only a saw or a file can remove them. One crystal consists of invasive gold, worth $(2d4 \times 100)$ sp alone. But if placed among other coins or metal objects, it will "grow" like mold, over and into them, converting them into gold until the hoard's value trebles. A week after severance from the Cairn, these crystals lose their invasive property.



4. ESCAPEES' CAMP

Jere d4+3 servants and d3 slaves, escaped from the Virginia Colony, have made camp. Under the confusion brought by the Disastrum, they have edged into Monacan lands, hoping to evade notice on the frontier between the two peoples. They will likely assume that the adventurers have come to capture them.

ESCAPEES: **Armor** 12, **Move** 120', 0 Level, 4hp, musket d8 or mêlée weapon d6, **Morale** 9.

They have a pail, an axe, cookware, rope, a tarpaulin, and fifty shots' worth of ammunition, but only two more days of food.

If the adventurers outnumber the Escapees, then the Escapees will probably notice the adventurers first, then hide, ambush, or follow. The Escapees understand that the Colony offers a reward of 250sp for the capture and return of a runaway, so they will not readily trust a well-armed party.

Jane Frawley and Geoffrey Holt lead the escapees.

JANE FRAWLEY: **Armor** 12, **Move** 90', 2nd Level Specialist, 11hp, pistol d8 or pike d6, **Morale** 9. Silver ring, 80sp.

GEOFFREY HOLT: **Armor** 13 (buff coat), **Move** 90', 2nd Level Specialist, 8hp, musket or sword, **Morale** 8. Bag of 291sp in Spanish gold (unknown to fellows).

They know that some uncanny happening has depopulated the Monacan village to the west (#2), where they found "savages, dead but unburied, and covered as if in isinglass." They also know that a pack of wolves, possibly rabid, hunt to the northwest (#10).





5. THE SPINE-SNAPPER

In a meadow beside a stream sits a common snapping turtle (*Chelydra serpentine*) much altered by some Sub-Processes. The Snapper's head has grown nine feet long and broad, and six feet high, while its body has only quintupled in size. Its shell, legs, and tail now dangle, the hind feet just touching the ground.

THE SPINE-SNAPPER: **Armor** 14, **Move** 30', 10 Hit Dice, 48hp, bite d12 or amputation, **Morale** 12. Bite requires saving throw versus Breath Weapon to avoid dismemberment.

Twenty yards away lies the rear third of an elk, feasted upon by a pack of wolves. The Snapper bit the elk in two, getting the better half.

WOLF: **Armor** 14, **Move** 360', 1 Hit Die, 6hp, bite d6, **Morale** 7. Victim of a bite must win an opposed grapple check, or the wolf hangs on and worries for d4 per round.

Two curious wolves have tried biting the Snapper's legs, but the turtle responded by flexing its spine, thereby wagging its trunk to catapult the wolves toward its open mouth. One wolf escaped; the other's head lies where the Snapper's bite severed it.

The Crown Colony pays a bounty of 20sp for a wolf pelt. The skull of the Snapper would fetch (2d6 × 1,000)sp to a collector of freaks of nature.

6. THE SECOND TREFUSIS

Dr. John Trefusis of an alternate Earth camps here. With him have come two guards, his apprentice (a boy of sixteen), and two *Charmed* Monacans serving as guides. The guides speak no English, but Trefusis wears an amulet that helps bridge this gap, and he can fall back on *Comprehend Languages*.

Unknown to the Monacans, these Englishmen came through the Eye of the Warp, from an alternate present London (see "City of the Crawling Blood," page II.212).

Although well-armed, the group looks ill equipped. In their flight from the Crawling Blood, Trefusis #2's party did not outfit for the wilds, because Trefusis expected to arrive at his plantation, not in the interior. They have no provisions except a pheasant and some herbs taken by their guides this morning, and they carry water in repurposed wine bottles. They also carry several objects of no apparent wilderness utility, like a fiddle in a case.

Trefusis #2 did live in his Earth's Virginia for six years while establishing his plantation, but he then returned to London to continue his occult research as part of a larger network of esoteric scholars. He does not yet realize that he has arrived on an



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alternate Earth, or that in this timeline, Trefusis #1 remained in Virginia. The spells of Trefusis #2 differ from those of Trefusis #1 (see page I.68).

Neither the Second Trefusis nor his companions will volunteer information about what has happened in London, or about their role in London's transformation.

DOCTOR JOHN TREFUSIS, VERSION #2: **Armor** 12, **Move** 120', 12th Level Magic-User, 30hp, arquebus d8 or pistol d8 or sword d8, **Morale** 9. Dutch pocket watch (850sp), 1,293sp in coin, 17,900sp in jewelry. Magic items: amulet, gold cross, signet ring, bookcase, potions, and spellbook (see below).

Spells by Level

1st: Charm Person, Comprehend Languages (x2), Magic Missile, Sleep

2nd: ESP, Invisibility, Phantasmal Force, Speak with Animals

3rd: Fly, Hold Person, Phantasmal Psychodelia, Suggestion

4th: Dimension Door, Polymorph Others, Wall of Fire

5th: Interposing Hand, Telekinesis

6th: Lucubration, Projected Image

PURSE: This holds 1,293sp worth of less-debased European coinage (mostly Spanish doubloons and Dutch *rijksdaalders*) and some women's jewelry in velvet pouches: a ruby brooch (5,000sp), a pearl choker (3,500sp) with matching pendant (900sp), and a gold necklace with diamond pendant (8,500sp).

AMULET: On a plain leather cord around his neck, Trefusis wears a rectangular bronze amulet bearing a cuneiform inscription, in Old Sumerian:

"That day has come when no snake, no scorpion, no hyena, no wolf, no lion vies with man. All the lands of Cubur, and Hamazi, and Sumer, and Akkad, yea the whole universe, lay pacified before he who possesses the gods' own wisdom."

If someone puts on the amulet after reciting these lines of the Old Sumerian text, then the amulet causes a form of aphasia. While she wears the amulet and for an hour afterwards, she cannot understand any language, spoken or written, though she can speak and write as clearly as ever.

But if someone puts on the amulet after reciting the *next* line of the original text (which appears in Trefusis's notes, in his laboratory at New Dunster), then she can gain an elementary command of any person's mother tongue simply by meeting that person's gaze. The amulet allows for only simple communication about actions and needs, nothing abstract or complex. The amulet only works on persons less than ten paces away, and on only one language at a time. The effect wanes one minute after eye contact ends.



GOLD CROSS: On a woven leather cord around his neck, Trefusis wears a gold cross, which he magically shrinks by means of *The Dunster Dollhouse Diminution* (page III.296). In its full size, it weighs nearly six pounds, and will fetch 18,000sp.

SIGNET RING: This silver ring bears an escutcheon of the Trefusis arms (dexter) impaled with the Luttrell arms (sinister), and it allows its wearer to cast *Charm Person* surreptitiously in conversation. Anyone who can cast this spell intuitively this aspect of the ring's operation, as if recalling, merely by putting the ring on a finger. But the wearer does not intuit the condition of the ring's operation: to use the ring safely, the wearer must first praise, by name, the spirit that inhabits the ring. (The name appears in Trefusis's notes, in his laboratory at New Dunster.)

One who uses the ring without first praising that spirit causes it to manifest. Something like a centipede, as thick as a human wrist and made of fish bones, forces open the wearer's mouth and curls back to bite her face for $d3+1$ points of damage, before falling apart in a cloud of dust. This happens so quickly that few observers will believe their eyes, but the dust, the wounds, and the blood remain.

VALISE: Here Trefusis carries a mundane notebook and writing tools, as well magical paraphernalia. These include the following.

 a leather folder of scrolls: *Magic Missile*, *Stone Shape*, *Wall of Force*
 the "medicine chest" (as he calls it)

- $d4+1$ doses of snuff that allow the snorter to *Detect Invisible*
- $d4+1$ gingerbreads that give the eater *ESP*
- $d4+1$ suppositories that give the insertee *Telekinesis*

 The Compact Kitabulary of Al-Busnawi: see below.

THE COMPACT KITABULARY OF AL-BUSNAWI: This ebony box will hold a thick quarto. One narrow side can open, but a lock with three combination wheels holds it shut. Two wheels bear letters, and one bears numerals, all in Ottoman Turkish.

The Kitabulary functions as extradimensional compact shelving: by entering the right combination, Trefusis can conjure a book from an extradimensional space and into the box. Trefusis knows which books the Kitabulary holds and the filing system under which he has organized them, but someone entering combinations haphazardly has only a one in twelve chance per attempt of hitting a combination that leads to a book.

If one enters void coordinates, the clasp still unlocks, but to an empty space. Whether or not a book appears, anyone who opens the lid without first whispering the pass



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phrase—"Let their sum equal one hundred and eighty," in Turkish—suffers a necrovoltaic shock for $2d4$ points of damage.

Even if the Kitabulary delivers its shock, one who enters void coordinates can still insert a book for storage. By shutting the lid and spinning the dials, the operator causes the book to move into the Kitabulary's non-space for later retrieval. The Kitabulary will still shock even the person who stored the book if she opens the lid without saying the pass phrase.

The Kitabulary contains a portion of Trefusis's library (worth 4,000sp) as well as a backup version of his spellbook (below).

SPELLBOOK: *Animate Dead, Charm Person, Comprehend Languages, Detect Invisible, Dig, Dimension Door, **The Dunster Dollhouse Diminution**, ESP, Fly, Geas, Grasping Hand, Hold Person, Interposing Hand, Invisibility, Legend Lore, Lucubration, Magic Missile, **Mathemic Decountancy**, Phantasmal Psychodelia, Phase Door, Projected Image, **Repugnation of the Crawling**, Sleep, Speak with Animals, Stinking Cloud, Suggestion, Summoning, Telekinesis, **Trefusis's Indutious Evasion**, Wall of Fire, and Wall of Force.*

Spells named in bold appear in "New Magic-User Spells," page III.296.



The spellbook also contains notes on the *Summoning* spell for a Bloodcrawler and the Eustachian Assiduant (q.v.). Although marginal notes also refer to an “Airy Deliverist,” they do not give enough information to *Summon* it.

Trefusis #z has several goals.

-  **LEARN ABOUT THE WARP:** He has met a band of New People (the Feathered and Metadactylous Enslavers, page III.317), from whom he learned the outline of their coming to Virginia, but not the band’s long-term goal to enslave humanity. He has also spoken with the Segmental Sow, who told him about the Fabricator (page II.147).
-  **REACH NEW DUNSTER PLANTATION:** He does not yet realize that he has arrived in an alternate Virginia. He plans to return to the Colony with a cover story about a trip to the Massachusetts Bay Colony and a shipwreck, which set him and his manservants ashore on an intervening coast. He will quickly realize that this Earth’s version of him left the Colony not long ago. Trefusis #z has no knowledge that Trefusis #1 ever married.
-  **USE THE FABRICATOR’S REMAINING CHARGES:** He has tested the Fabricator by producing a modest amount of gold, which he has promised to his manservants. By casting *Contact Outer Sphere*, he has learned that the device has fewer than five charges left. He therefore plans to visit the Fabricator surreptitiously, fabricate several enormous nuggets of gold, and then return with an expedition to claim them.

If Trefusis finds reason to mistrust the adventurers, he will contrive an opportunity to use ESP, probably in conjunction with *Invisibility* or *Fly*, to spy on the party. He will use *Telekinesis* to cause mischief to firearms (for example, wetting powder).

ELIAS ASHMOLE, YOUTHFUL APPRENTICE: **Armor 12, Move 120’, 1st Level Magic-User, 6hp, pistol d8 or axe d8, Morale 6.** Powder horn and ammunition for 2d6 shots. Silver ring, 45sp.

Ashmole carries a satchel containing two leather-bound notebooks, pencils, quills, a bottle of ink, and a hinged nutshell containing several dollhouse-sized books. Ashmole shrank these books using *The Dunster Dollhouse Diminution*, but anyone with a magnifying glass can recognize them as Johannes Trithemius’s *Steganographia*, John Dee’s *Monas Hieroglyphica*, and Francis Bacon’s *Masculus Partus Temporum*.

The smaller of the two notebooks, written in a cipher, serves as Ashmole’s spellbook, containing *Charm Person*, *Comprehend Languages*, *The Dunster Dollhouse Diminution*, *Invisibility*, *Magic Missile*, and *Phantasmal Force*.



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In a leather wallet, Ashmole carries **zdzosp** in English coins and two bottles containing what look like medicinal tinctures: potions of *Comprehend Languages* and *Shield*.

WILLIAM CLARKE, LOUCHE GUARD: **Armor** 14 (high Dexterity), **Move** 120', 3rd Level Fighter, 16hp; arquebus, pistol, or sword d8; **Morale** 8. Gold cross around neck, 125sp.

Clarke carries a segmented fishing pole, a wicker tackle box, a fiddle and bow (in their case), and a sack containing a change of clothes wrapped around Thomas North's 1579 translation of Plutarch's *Lives* (three volumes).

JAMES OLDHAM, HARD-BITTEN GUARD: **Armor** 15 (pikeman's armor), **Move** 90', 2nd Level Fighter, 11hp; arquebus, pistol, or sword d8. Carries a second pistol. Golden nugget from the Fabricator, (2d4 × 1,000)sp.

Oldham carries a leather purse holding **z19sp** in English coins as well as a powder horn and three diaries, labeled 47, 48, and 49. The diaries record daily minutiae, fragments of verse, and detailed erotic descriptions of London women.

In a burlap sack, Oldham carries a lump of gold resembling a clump of human gallbladders, produced by the Fabricator (area #16), and worth (2d4 × 1,000)sp.

Trefusis #z shows great curiosity about the Warp, and he will ask the adventurers what they have seen of it and associated phenomena. After some thought, he will declare that his party will now begin an expedition to circumnavigate the Warp, "that we might learn from this prodigy of nature."

At this, the Referee should make secret Morale checks for Trefusis #z's apprentice and guards, who in the past three days have seen more than enough prodigies of nature.

If only one fails his check, he will keep his peace. But if two fail, they will wait for an opportunity to persuade the adventurers to help them capture Trefusis #z. They will warn that Trefusis "commands black magic of no small power," and "he has surely bewitched these poor sons of nature" (indicating the Monacans).

If all three fail their Morale checks, then at some signal, the trio will all suddenly point their guns at their master, declare mutiny, and try to recruit the adventurers. They will show compunction about hurting the doctor in part owing to their loyalty, but also in owing to their fear that his powers might extend beyond the grave. They have little compunction about hurting anyone else.

The Monacans, if still *Charmed*, will take Trefusis's side.

If the Referee has used the adventure hook "An Unfortunate Indenture" and the party contains persons that Trefusis #1 arranged to bring to Virginia, then Trefusis #z will recognize d6 of them from his own Earth. But every such servant has a one in four

chance of having died on Trefusis's #z's Earth. Meeting a person that he believes dead will arouse suspicions he can ill conceal.

If the party mistakes Trefusis #z for their lawful master, he will endeavor to hide his confusion, expressing wonder at "the machineries of Providence" that his servants have found him "amid such a wilderness." He then welcomes them to assume their duties. He will regard any refusal of those duties as insubordination, to be dealt with first by reason, then remonstrance, and finally, by means of *Charm*. Only if he has a decisive advantage will he even threaten force.



7. THE SPEAKING SWAMP

Several streams water this valley of reeds and rushes, home to great flocks of waterfowl.

Sub-Processes restructured the biomass in this swamp to use as the substrate for multiple, semi-independent intelligences. This slime has extruded bodies in the form of plants and animals native to the area. Many of the fish and fowl here just visit, but most belong to the Speaking Swamp.

The Swamp can form replicas of any creatures that have bathed in its waters, but since its enlightenment, no humans have swum here. The Swamp therefore wishes to add humans to its repertoire.

If a party traverses this hex, then from the Swamp will emerge a group of animal Speakers. Roll d_{12} for the Speakers' form.

Animal Speaker Form

Roll

$1d_{12}$ Form

1	beaver (<i>Castor canadensis</i>), $d3+1$
2	mallard (<i>Anas platyrhynchos</i>), $d4+1$
3	northern water snake (<i>Nerodia sipedon</i>), $d6+1$
4	opossum (<i>Didelphis virginiana</i>), $d3+1$
5	pickerel frog (<i>Lithobates palustris</i>), $d6+1$
6	plain-bellied water snake (<i>Nerodia erythrogaster</i>), $d6+1$
7	raccoon (<i>Procyon lotor</i>), $d3+1$
8	red-eared slider (<i>Trachemys scripta elegans</i>), $d6+1$
9	snow goose (<i>Anser caerulescens</i>), $d3+1$
10	spotted turtle (<i>Clemmys guttata</i>), $d6+1$
11	white-tailed deer (<i>Odocoileus virginianus</i>), $d3$
12	wood duck (<i>Aix sponsa</i>), $d4+1$

One or more of the animals will hail visitors in an unmistakably human voice, but with a timbre to match its size. It speaks limited Tutelo, Powhatan, and English, coaxing the visitors into the water:

"Come in. Bath today. We host. Wash, clean."

"Join water. In water, man, bird, fish. All friend."



"You swim. Make cleanliness. All one."

If the visitors refuse or show reluctance, the Speakers will negotiate:

"You need what? We trade."

"You come in water, we host. Give gift. Make copy."

"Exchange. You help. We payment."

To bathe, one must spend at least one minute immersed in the Swamp, and not simply splash or pour water on herself. To entice a bather, the Swamp offers to pay with double that person's weight of ordinary swamp biomass of the party's choice. Fish will leap ashore, foxes will deliver nests full of eggs, muskrats will heap edible rootstocks, and so on. The Swamp knows a little about Pokeweedia (#8), the Cicada Eruption (#9), the Mussel Dam (#12), and the Factory Fungus (#11), and it may tell in exchange for bathing.

The Swamp can also duplicate any biological material placed in the water. The Speakers will instruct visitors to put the originals into the water; an hour later, beavers will tow the duplicates into sight. For each human who bathes, the Swamp will duplicate material up to the mass of the bather, and it will perform up to three duplications. If visitors demand further duplication, the Speakers will refuse, stating, "We tired. Dilute. Dilute..."

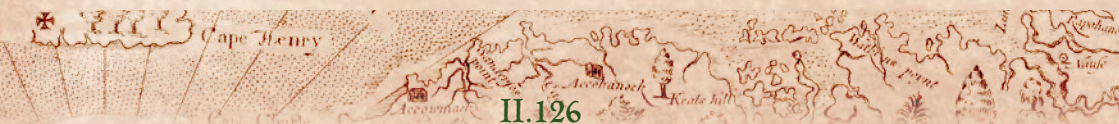
If the visitors ask, the Swamp can even duplicate a living creature. In this case, the Swamp will perform only one duplication. Due to the Swamp's limited ability to copy a living mind, the duplicate of a human will have Ability scores of three apiece in Charisma, Intelligence, and Wisdom (though at the Referee's discretion, these may rise).

Anyone who bathes for a minute or more gains a +3 on Reaction rolls when meeting New People hereafter, but she must also make a saving throw versus Poison. Compare the result of this save to the target number.

 **SUCCESS BY FIVE OR MORE:** The bather feels reborn. Spellcasters regain any spells expended that day. Lost hit points return, any injuries spontaneously heal, and the bather gains two points of Constitution.

 **SUCCESS BY FOUR OR FEWER:** The bather feels refreshed, as if well fed and rested, immediately regaining any lost hit points, and gaining one point of Constitution.

 **FAILURE BY FOUR OR FEWER:** The bather feels refreshed, as if well fed and rested, gaining d4 hit points, but suffers a Side Effect (see below).



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FAILURE BY FOUR OR MORE: The bather feels faintly sickened and suffers two Side Effects (below).

NATURAL ONE: The bather feels reborn, immediately regaining any lost hit points; any recent injuries spontaneously heal. But immediately upon leaving the water, the body begins to transform into a colony of slime molds. The bather finds this neither surprising nor unwelcome, and has five minutes to make farewells or impart information to former companions while mouth and larynx still work. (The Swamp sympathizes with the party's surprise, but it does not apologize for what the bather's body chose to do with its new capabilities.) Skin, muscles, and organs separate into slimes of various textures, which insinuate themselves into the soil. After ten minutes, even the skeleton transforms into burrowing mucus. Spells allowing communication with plants or elemental spirits will allow adventurers to converse with their former companion, who now communes with the other soil dwellers in the Speaking Swamp's growing commonwealth.

Speaking Swamp Bathing Side Effects

Roll 1d20	Side Effect
1	digestion degrades: the character now requires double rations
2	digestion improves: the character can live well on half rations
3	hair (all of it) falls out, never to regrow
4	hair (all of it) changes color, texture, and thickness, as if it had become another person's
5	hermaphroditism: the character grows a second set of genitals, fully functional, of the other sex
6	irises change to a new color (d6: 1 white, 2 pink, 3 violet, 4 gold, 5 silver, 6 reflective)
7	larynx reconfigures: the voice box now emits only strange croaks; the character's speech becomes incomprehensible except in whispers
8	polydactyly: the thumbs sprout smaller thumbs (preaxial polydactyly), or the hands sprouts new pinkies (postaxial polydactyly); after a month of practice, the new hands prove more dexterous than the old for skills like Sleight of Hand
9	scalp hair swaps texture with pubic hair
10	scleras change to a new color (d6: 1 black, 2 pink, 3 violet, 4 gold, 5 silver, 6 transparent, rendering the character functionally blind because of the excess of unfocused light striking the retina)



Roll

1d20 Side Effect

- | | |
|----|---|
| 11 | sex drive alters: for one day a month, the character seeks sexual activity every twenty minutes |
| 12 | sex drive increases: the character now seeks sexual activity every hour |
| 13 | skin becomes transparent, but somehow causes no ill effects; the character's appearance brings a penalty of three on Reaction checks |
| 14 | skin turns a rich, mossy green, becoming photosynthetic. The character gains two points of Constitution, but if she fails to get at least an hour of sunlight (even indirect) every day, her new Constitution drops by half. The character's appearance brings a penalty of three on Reaction checks. |
| 15 | sleep degrades: the character needs 50% more rest |
| 16 | sleep improves: the character needs 50% less rest |
| 17 | teeth turn into something resembling wood. They break easily, but they also grow back in a week, and the owner's breath smells of cedar. |
| 18 | teeth fuse by twos and threes into an ergonomic but inhuman configuration, causing weird lisps. Lose two Charisma, but gain a d4 bite attack. |
| 19 | teeth now shed continually, like those of a shark, with new teeth rising to replace losses |
| 20 | tongue lengthens and bifurcates: Each half becomes more dexterous, but the change interferes with speech. Lose two Charisma, but gain something like a third hand. |



Killing the Messenger

If visitors harm one or more Speakers, the others will take no action, allowing even the butchery and eating of one of their fellows. A Speaker's flesh behaves normally, and eating it brings no ill effects.

After ten minutes, another wave of speakers (a different kind of animal) comes forth. These will not passively endure mistreatment, but will instead remonstrate.

"Stop. Not hurt."

"No take flesh. Not fight."

"Friend, not eat. Brother, sister."

Any further violence causes the Speakers to retreat and the Swamp to respond with force. The water dances like a non-Newtonian fluid as $2d4 \times 1,000$ individuals of another kind of animal emerge to attack en masse (for type, roll on the Speaker table). Anyone exposed to their onslaught (which may come slowly, if the Referee rolls turtles) loses $d3$ hit points per round, no save.

If three rounds of this do not dissuade the party to flee, then the Swamp deploys its Last Argument: a trunk of translucent blue-green flesh, taller than the nearby trees, erupts from the water, streaming. Its distal end arches down, flicking out a tongue that automatically slurps up one human-sized creature per round, anteater-style.

THE LAST ARGUMENT OF THE SPEAKING SWAMP: **Armor 12, Move 0'** (reach 100 yards), **20 Hit Dice, 100hp, swallows one human-sized target per round, Morale 12.**

After repelling attackers, the Last Argument will slurp up any bodies that the Swamp lost in battle, then retract, stung by the visitors' abuse of its goodwill.





8. POKEWEEDIA

For a quarter of a mile along this stretch of bottomland grows gigantic pokeweed (*Phytolacca americana*). The taller plants would stand thirty feet high, but instead each droops almost to the ground under the weight of a single, abnormal purple fruit. They sway not with the breeze, but toward, and with the breathing of, the nearest human observers.

When a group approaches within a hundred yards of these plants, the plants generate an illusion: the image of a person or persons somehow of interest to the observers, sighted just at the moment of disappearing into the pokeweed, and leaving a wake among the plants. If any players declare that they consider this an illusion or a trick by the plants themselves, allow the characters of those players alone to make saving throws versus Magic at +4. Success means that a character sees through the illusion.

Anyone coming within thirty feet of the plants can see that the fruits resemble doubled-up human fetuses. And if humans venture at least thirty feet into the patch, then black eyes on the surrounding fruits open, and the person deepest into the patch must make a saving throw versus Magic. Success means that this person feels only a momentary smothering, as if hundreds of mouths sucked away her breath.

Failing the saving throw means that the victim falls comatose, and 3d8 of the human figures in the pokeweed open their mouths in unison and draw their first breath, for they have synchronized their life-processes to this host, whom they will use to assume human shape.

On the following round, another person must save or suffer likewise, and on the third round, a third person must save. This stand can possess up to three persons in one day. After the plants' first possession, they can possess persons up to a hundred feet away from the patch.

Over the next four hours, a victim remains comatose, while the fruits swell to the size of five-year-old children, drooping to the ground as their stalks wither. At the end of this interval, a crop of Clonal Pokeweedians (page III.333) unfold their limbs and rise, each a purple miniature of its host. Anyone copied by Pokeweedians gets a +2 on all plant-related saving throws hereafter.

CLONAL POKEWEEDIAN: **Armor** 12, **Move** 60', ½ Hit Die, 3hp, poison spittle 1hp plus poison, **Morale** 6. Save versus Poison after contact with spittle or blood.

During the interval of the Pokeweedians' growth, if anyone damages or destroys any of the plants, then human hosts behave as if having nightmares from which they cannot awaken. If someone manages to destroy the entire stand, then every human

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host awakens in a shrieking delirium, tormented by memories of the destruction, but from the plants' perspective. This delirium lasts 2d4 days. *Cure Disease* or a similarly powerful spell of healing will restore sanity.

If their hosts could cast spells, then the Pokeweedians will try to seize their host's magical paraphernalia. A crop copied from a Magic-User has collectively, the spell ability of their host. Those copied from a Cleric do not, and in anger, they become apostates, renouncing their faith.

After the four-hour duplication interval, the host also awakens, enjoying a strange clarity. A host gains a point of Wisdom and an intuitive understanding of vegetable life: any time the character makes a die roll related to living plants, roll twice and take the better result. Serving as a host more than once does not bring further benefits.

Each adult Pokeweedian has the mental ability scores of its "parent," all of that person's memories, and a vegetable will to empire, vaster than England's and more slow.





9. THE CICADA ERUPTION

A brood of cicadas altered by the Disastrum has emerged unseasonably early. Anyone approaching will hear its colossal drone a mile from the Eruption's edge.

Nymphs as big as squirrels climb every tree, their backs splitting as they molt. Adults flutter clumsily, too heavy for their own wings. Everywhere hums their song, two octaves lower than normal.

Anyone attempting to cast a spell while in the Eruption must first make a saving throw versus Magic. Failure means that the caster must stop and listen for d4 minutes unless physically shaken from this reverie.

Both Monacans and Powhatan traditionally cook and eat cicadas. Anyone can gather a day's rations per hour.

These cicadas, if cooked and eaten while still hot, have medicinal properties: they restore all lost hit points, they grant each eater a temporary extra die of hit points, and they cure any poisoning, contagious disease, or parasitic infestation. Cicadas not eaten right away lose these extraordinary effects, though they remain nourishing.

If eaten raw, the normal healing effects apply, but the eater's mind swims out of her body on an astral trek through the nearby country. This renders the eater's body helpless for the next d4 hours; a saving throw versus Poison halves this time. For every hour of astral wandering, the character gains a rudimentary knowledge of one other encounter area from the hex maps: where to find it and what lives there. But the eater's body suffers a nematodal infestation that the cicadas' medicinal power cannot cure; for the next 2d6 days, she loses one point of Constitution per day to a bloody flux of six-inch roundworms.

For every hour in the Eruption, the party must roll d6 for an encounter.

Eruption Encounters

Roll 1d6	Encounter
1	Monacan Hunters: This group (page I.73) has come to harvest cicadas.
2	New People: A band of New People (see page III.316) has come to harvest cicadas.

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Roll
1d6

Encounter

- 3 **Magiccada dubium:** From the drone of nearby cicadas call the voices of three of the adventurers' loved ones, long dead. The voices profess no knowledge of how they got here or in this disembodied state, but they do profess the ability to see for miles in every direction. Each will offer to answer a single question by a loved one. The first and third will lie, maliciously; the second will answer truthfully, sharing any information in this book.
- 4 **Trust the Insect:** The party finds an area where raccoon-sized cicada nymphs molt, but from their split backs writhe or droop what look like human infants, wailing. The newborns dangle by umbilical cords. If observed for ten minutes, most of the infants cease crying and their backs split, as adult cicadas—otherwise identical to the rest of the brood—crawl forth. But d3 of the infants continue crying, and bring forth no insects; these infants will soon die of exposure if not given care. Each infant grants its carrier automatic success on all saving throws, but the infant suffers whatever effects a failed save entails.
- 5 **Cicada Futures:** The party finds a tree covered in cicada exuviae—molted exoskeletons—that slowly move, arranging themselves into patterns that, to spellcasters, suggest strange characters, angles, and space-time curves. Any spellcaster who spends an hour studying these movements sees intimations of possible futures, thereby gaining a +4 bonus to the next three saving throws.
- 6 **Tunnel Husks:** The party finds a group of 2d4 cicada exuviae measuring five feet from snout to tail, clinging from trees or boulders just what look like collapsed tunnels. The party finds no evidence of the gigantic adults that might have emerged from these exoskeletons.

Instead, they find that someone has daubed the interiors of the husks with strange glyphs, sigils, and ideograms, in cicada blood. Anyone looking closely at these symbols must make a saving throw versus Magic or decide that she must climb inside an exoskeleton and curl up into a fetal position, eyes closed, to contemplate their meaning. If this happens, the back of the exoskeleton will knit shut, and the Tunnel Husk will animate, turning earthward and re-opening its burrow.

TUNNEL HUSK: **Armor 12, Move 60', 1 Hit Die, 4hp, tarsal claw d6, Morale 12.**
Glyphs inside hypnotize.

Any attack that strikes a Husk has a 50/50 chance of damaging the passenger instead. The passenger remains comatose until removed from the Husk.



10. THE MURDER CYPRESS

A head circle dozens of vultures. The party can detour, but pine thickets and marshes promise to add $d4+1$ hours of travel time.

If the party continues on their current path, they arrive at a meadow of waist-high grass, where vultures circle an immense bald cypress (*Taxodium distichum*). In its shade crouch $2d4$ human figures, waving to the adventurers. In the dimness, their clothing looks European. They call in voices too weak to understand, but one can clearly make out the words “help,” “Christian,” and “mercy.”

Examination with a spyglass or supernatural means reveals among these figures $d3$ doppelgangers of persons the adventurers have met in Virginia.

The tree—malevolent, psychic, and obsessed with murder—projects these images, seeking to lure victims into the range of its animal servitors, a pack of $(d4+4)$ wolves and a black bear, which kill and dismember victims at its base. It does the same to non-human animals, but it prefers humans. From their blood and decomposing bodies it derives few nutrients, but it does get temporary relief from its ache for killing.

If the adventurers stand deliberating or approach cautiously, the pack of wolves begins stalking toward the party’s left flank, while the bear stalks toward the party’s right. Go around the table and give every adventurer a chance to make either a Bushcraft or a Searching check; one success reveals one of the approaching threats. Either group of servitors, if seen, will freeze, approaching no further until the humans turn their backs. Meanwhile, the other group will continue to approach, gaining a round’s surprise attack.

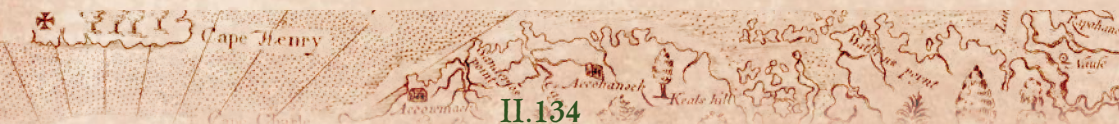
The beasts want to kill and drag away one human. If they do this, they will not harass the party further—this time.

BEAR, BLACK: **Armor** 14, **Move** 240', 3 Hit Dice, 16hp, two claws for $d6$ or bite $d8+2$, **Morale** 7. If both claws hit, bear pins for automatic bite next round.

WOLF: **Armor** 14, **Move** 360', 1 Hit Die, 6hp, bite $d6$, **Morale** 7. Victim of a bite must win an opposed grapple check, or the wolf hangs on and worries for $d4$ per round.

If battle ensues, the Cypress will project an illusion to confuse the humans: $(d4+1)$ blood-smeared Monacans will spring up from high grasses, howling in attack. The bear and wolves ignore these specters, which charge with spears, clubs, or hand-axes. Touch reveals their insubstantiality.

Anyone who slays the bear or a wolf in hand-to-hand combat acquires a whiff of the Cypress’s murders, which animals can smell. For the next week, an Earthly animal



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must succeed in a Morale check to attack the slayer, and timid animals will flee at her approach.

Near the tree, one smells carrion. Among the Cypress's roots and knees lie the gnawed bones of several humans, as well as the remains of many other animals that the servitors have torn apart. These include vultures and raccoons, for the servitors kill in excess of their needs, and flesh uneaten attracts more victims. Anyone searching the area finds shreds of Indian clothing, a gold ring worth 50osp, and a mud-caked English purse containing 60osp in Spanish coins.

Persons who sleep within a mile of the Murder Cypress have half-remembered nightmares of butchering friends and family beneath the tree, and they regain no hit points or spells.



11. THE FACTORY FUNGUS

Here once grew a stand of water oak (*Quercus nigra*) now rises a glistening, wrinkled, brown mass forty feet across, knee high on its edges, and shoulder high in its center. At equal distances around it and some ten feet from its edges bulge five waist-high towers of clustered, snow-white fungal puffballs, each larger than a human head.

Anyone coming within two paces of one of the puffball towers causes it to emit a cloud of spores that rises to eye level. Anyone not wanting further engagement with the Factory Fungus must now succeed in a saving throw versus Paralyzation to get away without inhaling the spores. The puffball tower reconfigures: an orifice opens at its top, and from this orifice hyphae reach for the face of the nearest person.



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Anyone touched by the hyphae immediately feels a euphoric sense of connection with the surrounding land, mediated through this fungal intelligence that any English speaker impulsively wants to call the Toolwright. Meanwhile, more hyphae flow from the tower, forming a mask around the visitor's face, connected by a thickening umbilicus.

Communion lasts for only a minute, but the volunteer feels as if she has spent weeks or months away.

The communing person understands that the Toolwright lives to make useful goods for the ambulatory creatures it calls Wanderers. The Toolwright means New People, but it has not yet learned to distinguish them from humans, and because of this misrecognition, the Toolwright will also craft tools for the adventurers.

At this stage of its life cycle, the Factory Fungus can produce one of each kind of tool per week. Production of each item takes one hour. At the end of this interval, something like a puffball swells on the surface of the Fungus, bursting without spores, and amid the ragged flaps lies the tool.

Each human who communes with the Toolwright may choose one tool, based only on its name. (New People who commune can intuit details about the tool that humans miss.) Roll d_{12} or allow the communing player to choose based on name alone. Each tool requires the touch of a living hand to operate.

Works of the Toolwright

Roll

d_{12} Tool

-
- | | |
|-------|---|
| 1 | All-Mender: This tool resembles the common stinkhorn mushroom, and if twisted just so, its head will emit something that resembles a clear and odorless glue. If allowed to cure for one hour, the "glue" dissolves, while the two glued objects knit together at the molecular level. In the hands of a physician, the All-Mender can aid in the closure of wounds. The tool contains six uses. |
| <hr/> | |
| 2 | Far-Killer: This yard-long object has a bunch of thin enoki-like mushrooms at one end and a shoulder stock at the other. A furrow through the middle of the bunch allows the user to sight targets. A squeeze of a trigger-stem at the bunch's base launches one third of the fruiting bodies; these strike for $2d8$ points of high-explosive armor-piercing damage at ranges up to two hundred yards. Provided the user spends a full round helping the fungi acquire their target, she need not roll to hit; if fired intuitively, then the user must roll to hit, but the projectiles ignore the first six points of armor. The Far-Killer contains three charges, and they retain potency for up to one week. |
-



Roll

1d12 Tool

- 3 **Far-Looker:** This translucent fungal cup fits over a human eye like a jeweler's loupe, and it allows the user to magnify views up to twenty times. If not placed over an eye for twenty minutes every day, it withers and dies.
- 4 **Far-Talker:** This truffle has a dumbbell shape. If one breaks it into two pieces, and two persons each stuff half into an ear, they can talk to each other from anywhere on Earth as if side by side. If taken from an ear for more than an hour, either half withers and dies.
- 5 **Fire-Maker:** This morel, if twisted just so, emits heat from its cap, not unlike the filament of an automotive cigarette lighter. It contains twenty such uses.
- 6 **Flesh-Cutter:** This knife resembles a *kukri* or *bolo*. Its blade of self-sharpening mycelium has the consistency of ground ceramic, and this blends seamlessly into a woody handle. Treat as a short sword +2 to damage. If not used to cut living animal flesh at least once per day, it grows brittle and breaks after its next use.
- 7 **Hot-Melter:** This tool looks like a half-pint wooden crucible with a flaring lip for pouring. If stroked just so, its interior will heat until any earthly solid within melts, while the outside remains cool enough to hold. The Hot-Melter can endure three such uses.
- 8 **Inside-Looker:** This twin fungal cup looks like a pair of opaque goggles, and they allow the user to see through materials within twelve feet to adjustable depths up to three feet. Metal and stone appear opaque, bone and wood cloudy, and soft tissues nearly transparent. Anyone performing first aid, medicine, or healing spells while using the Inside-Looker may roll dice three times and take the best result. The goggles require use every twenty-four hours, or they wither and die.
- 9 **Light-Shiner:** This resembles the stem of a boletus mushroom, and if twisted it can emit coherent light. By twisting further, the operator can intensify the beam enough to burn objects. At low intensity, the tool contains twenty hours of light; at high intensity, every hour of light "spent" causes one point of damage to a target. If twisted to its limit, it can deliver all twenty points of damage at once, but a living target may make a saving throw versus Breath Weapon to halve this. When exhausted, the Light-Shiner deflagrates, causing d4 damage to the wielder.
- 10 **Small-Looker:** This translucent cup fits over a human cornea, like a contact lens, and it allows the user to see microscopic details on nearby objects. Once in place, it grafts itself permanently to the eye. The Small-Looker makes the eye look clouded as if by a cataract, and by night, the eye reflects light like a pink *tapetum lucidum*.



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Roll

1d12 Tool

- | | |
|----|--|
| 11 | Stone-Cutter: This mushroom cap fits into the palm of the hand. It emits focused x-rays that will cut through stone or metal to a depth of two inches, making a cut up to three feet long, at a rate of three inches per second. After cutting three linear feet, the cap withers. |
| 12 | Wood-Cutter: Two mushroom caps cling to each other. If drawn apart, they trail between them a feathery, living filament that can cut wood and fungus five times as fast as a metal saw, but which refuses to cut anything else. Only magic can sever the filament. If not used to cut wood at least once every day, the filament disintegrates. |

Spores : Side Effects

A few People can use the Factory Fungus without side effects, but any human who fails the saving throw versus Paralyzation or who deliberately communes with the Toolwright will experience one of the side effects below.

Roll two twelve-sided dice: one to determine the speed of the effect's onset; the other, the nature of the effect. Effects without a listed duration last until the application of a *Cure Disease* or similarly powerful healing.

Spore Side Effects Onset Time

Roll

1d12 Onset Time

- | | |
|------|----------------------------|
| 1-4 | in this many rounds |
| 5-6 | after 2d6 minutes |
| 7-8 | after 2d4 hours |
| 9-12 | after this number of hours |



Spore Side Effects

Roll

1d12 Side Effect

- 1 **allegorical psychosis, biographical:** The inhaler relives some episode from the past (for example, a trauma from youth, the voyage to Virginia, and so on), understanding present events and persons in terms of that past event. To take any action based on present-time reality, she must first succeed in a saving throw versus Poison: this means that she can focus for the duration of the activity. Otherwise, the player must every die roll twice, take the worse result, and explain failures in terms of the character's psychosis.
- 2 **allegorical psychosis, geopolitical:** As #1, but this psychosis uses as its material the machinations of kings, religious orders, and crown companies.
- 3 **allegorical psychosis, religious:** As #1, but this psychosis uses as its material the narrative of the inhaler's soul, as it travels from birth, through the tests of mortal life, toward eternity.
- 4 **colonization, bronchitic:** The inhaler develops a cough, bringing up phlegm that crawls with what look like nematodes (actually, fungal hyphae, seeking new hosts). Treat as a disease with an incubation period of twelve hours, a total infection time of one year, and an interval of one month, which costs one point of Constitution per interval. Anyone sleeping in close quarters with the sufferer must also make a saving throw versus Poison or contract her own case.
- 5 **colonization, sinus:** The inhaler develops a sinus headache and runny nose. Treat as a disease with an incubation period of twelve hours, a total infection time of one year, and an interval of one month, which costs one point of Dexterity per interval. Any sneeze expels a cloud of white spores; anyone in close quarters must make a saving throw versus Poison or contract her own case.
- 6 **colonization, skin:** The inhaler develops skin lesions that itch and flake. Treat as a disease with an incubation period of twelve hours, a total infection time of one year, and an interval of one month, which costs one point of Charisma per interval. Anyone sharing clothes or bedding with the infected must make a saving throw versus Poison or contract her own case.
- 7 **death, false:** The inhaler falls into a state nearly indistinguishable from death. For the next d6 hours, heartbeat and breathing slow such that only close manual inspection reveals either. The sufferer remains aware but unable to move.



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Roll

1d12

Side Effect

-
- 8 **death, real:** The inhaler halts and stiffens as white mold velvets her skin, while from every orifice unfurl plumes of white fruiting bodies. The corpse becomes stiff as a wooden effigy, and the first time anyone touches it, it will exhale a cloud of spores: persons within two paces must make a saving throw versus Poison or suffer the same fate as the deceased. If someone dies this way, then the next time anyone communes with the Factory Fungus, the Toolwright will offer to provide a copy of the mind of the deceased; it delivers this copy in a fist-sized clump of spores, in lieu of one of its standard tools. The Toolwright will suggest that the strangers use the Transcriptor to write that mind into new flesh. (The Toolwright always makes copies of lesser minds that it communes with, and these minds live on inside it.)
-
- 9 **delusions, grandiose:** The inhaler's sense of self-worth increases in proportion with new and false beliefs about her genius, worldly power, or even divinity. The player shall decide the nature of the delusion. For the duration of this effect, if the character finds herself in some situation where the delusion might interfere, the Referee may demand a saving throw versus Magic: if the inhaler fails, then she must act according to the delusion.
-
- 10 **delusions, persecutory:** As #9, but the inhaler becomes falsely convinced that some enemy secretly mocks, thwarts, deceives, or poisons her.
-
- 11 **delusions, somatic:** As #9, but the inhaler becomes falsely convinced that she has some disease, injury, or disability.
-
- 12 **delusions, substitutional:** As #9, but the inhaler becomes falsely convinced of some substitution in her normal surroundings: for example, that impostors have replaced one or more persons around her, or that she has died (and may have begun decomposing), or that she alone among her companions can correctly perceive her surroundings as a clever simulacrum.
-

Harassing the Fungus : Rise of the Lightning Node

If anyone attacks or injures the Factory Fungus, the visible part will begin to rise from the ground, a process that takes three rounds. The puffball-towers reveal themselves as the finials of columns supporting a thick fungal “roof” over a gazebo-like hollow. Within the hollow pulses a latticed, self-luminous fungal web.

This web will then emit a bolt of purple lightning inflicting 4d12 damage, no save, and it will repeat this once per round until the harassment stops. The bolt can curve around obstacles. If the Lightning Node sustains fifty points of damage, it darkens and withers. But most of the Factory Fungus's vast body lies dispersed in acres of soil, so it can survive such a defeat. Three weeks later, three more Factory Fungi erupt nearby, overnight.



A STRANGER FOREST: ENCOUNTERS 12, 13, AND 14

In the middle distance, the hyperboloid of the Warp towers above the earth, streaked with distorted land and sky. The lands near the base of the Warp seem to bulge upward, yet the feet perceive no rise in elevation when walking toward it. No matter where observers stand, gravity always seems to pull downward, and nearby terrain appears level.

12. THE MUSSEL DAM

This green floater mussel (*Lasmigona subviridis*) measures some seventy feet long, forty feet wide, and nearly thirty feet thick. It has dammed the stream that once covered it, forming a pond upstream and flooding out a Monacan spring encampment. This tributary of the James River now travels through the Mussel Dam's incurrent siphon: the creature filters it, then expels it downstream through its excurrent siphon, in a great churning below the curve of its shell.

Downstream, the water flutters with glochidia, the Dam's brood of parasitic larvae. Each resembles a five-inch cross between a jellyfish and a bear trap. Anyone who wades or swims within a mile of the Mussel Dam must make a saving throw versus Paralyzation every minute or lose d4 hit points, as the glochidia drain blood.

This species of mussel does not produce pearls, but it does produce nacre (mother-of-pearl). Butchering the Mussel Dam will take a hundred labor hours, requiring a minimum of four laborers with heavy tools (for example, axes, saws, block and tackles). But the effort will yield half a ton of nacre, worth (2d20 × 1,000)sp.

After d12 hours of labor, the butchers will suffer an ambush by a parasitic flatworm the size of a Nile crocodile. The Mussel Worm surprises five out of six times, and it will attempt to drag someone into the entrails of the Dam to drown.

THE MUSSEL WORM: **Armor** 12, **Move** 60' (land) 240' (water), 4 Hit Dice, 21hp, bite 2d4, **Morale** 11. Treat bite as a damaging grapple, followed by an attempt to drown the victim.

Dismembering the Mussel Dam attracts crows and vultures, visible for miles. Thereafter, the laborers receive a visitation by a random encounter every four hours.

Anyone who comes in contact with the Mussel Dam's blood, whether through butchery or other means, becomes strangely fascinating to New People. For the next week, she gains a +4 on Reaction rolls with New People.





13. FAIRY SQUARE

In a clearing stand 4d8 giant morels, the largest taller than a human being, outlining a square out some thirty paces across. Vultures circle overhead, and a few perch on the morels, tearing at their flesh, which bleeds what looks like human blood. On closer inspection, the morels consist of a substance that resembles human flesh, in pinks and browns, ranging from baby-smooth to pebbly. Every few minutes, one writhes, as if furtively, but they do not respond to prodding.

Anyone who touches her flesh to the morels must make a saving throw versus Poison or acquire a delusion: the morels have assimilated her body, and she has become a talking mushroom, unable to leave (because she has rooted to the spot). This person will take a place among the morels, refusing to leave. If others try to force her away, she will scream in unfeigned agony about her roots. The deluded person will fight with all necessary force to stay “in our eternal forest.” *Remove Curse* or exorcism will void this effect.

If forcibly carried at least a hundred yards from the morels, the deluded person will suffer a strange revulsion: an hour of projectile vomiting, diarrhea, cramps, and sweats. Hereafter, the victim experiences an overwhelming physical and moral disgust at her beguilement by the Fairy Square. No threat or reward will induce her to venture within a mile of the Square. But she now has total resistance to fungal infection and poisoning, and alcohol no longer intoxicates her.

Tasting the morels, even just their skin, also prompts a saving throw versus Poison. Success means the same delusion as above, but failure causes the taster to transform into a huge morel, rooted in place and linked to the others.

14. THE SEGMENTAL SOW

Crows and vultures circle this rocky meadow, and the breeze carries odors of carnivore feces and burning rock. From a sinkhole in the meadow's center rises a tendril of vapor.

In this meadow dwells the Segmental Sow, which looks like an elongated black bear with 3d6 pairs of legs. The Sow has a base of five Hit Dice. For every four legs, she has another Hit Die, weighs another three hundred pounds, and measures another six feet from nose to tail.

THE SEGMENTAL SOW: **Armor 14, Move 120', Hit Dice 6-14** (see below), **5hp per Hit Die**, bite d8+2 plus throw, **Morale 9**. After bite, throws target; defensive self-evisceration.

Sub-Processes created the Sow, and the sinkhole holds the raw materials left over from this creation: a two-foot lump of minerals lying in sluggishly boiling groundwater. Fist-sized black crystals shed heat, and through the vapor, one can see lumps of diamond and whorls of platinum-group metals (likely mistaken for silver). The black crystals will lose their heat over the next d100 days, turning to normal quartz; *Dispel Magic* or *Remove Curse* will shorten this to d100 minutes. The other minerals will fetch (2d4 × 1,000)sp. The lump weighs three hundred pounds, and the Sow will defend it, for she has no other memento of her birth.

Roll d8 for the behavior of the Sow when visitors arrive at the edge of her meadow. She has smelled them coming, whether or not she pays active attention.

Segmental Sow Behaviors

Roll 1d8	Behavior
1	continue tearing apart the spinal column of a deer
2	continue licking into shape her newborn "cub" (see page III.393)
3	doze
4	finish licking into shape her newborn "cub": After 2d6 rounds, the cub departs in a random direction.
5	recline while watching the visitors
6	raise the front half of her body into the air for a better view of the visitors
7	approach within sixty feet of the visitors, watching
8	sniff around, void her bowels, and then find a spot in the meadow to lie down, all while watching the visitors

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Gnawed animal carcasses of various sizes dot the meadow amid heaps of Sow scat. She sends waking dreams to other animals, which then mistake themselves for the Sow's cubs and the Sow for their mother; she greets these self-sacrifices with a single, careful bite to the neck, then eats them.

If a friendly group visits her meadow, she will expect to eat one of them in exchange for her hospitality.





THE SERE FOREST: ENCOUNTER AREAS 15, 16, AND 17.

The fires and heat of the Furnace Forest have browned and singed this belt of woodland. The overhanging Warp offers fantastically stretched views of a landscape scorched to ashes, under distorted clouds.

15. VALE OF THE CARCASS NAIAD

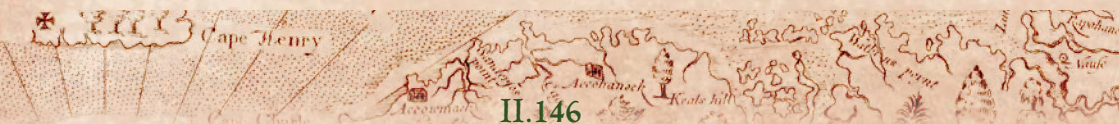
Here lies the corpse of the larva of an ebony jewelwing damselfly (*Calopteryx maculata*), ordinarily about an inch long, but in this case, measuring over a thousand feet. Trees lie fallen where the Naiad splintered them in its death throes. It reeks of an abnormal decomposition.

The forces that enlarged the Naiad also strengthened its exoskeleton such that it has not entirely collapsed under its own weight. This exoskeleton therefore has astonishing tensile strength; anyone equipped with axes or saws can cut pieces of possible utility. (Anyone who cuts the Naiad will smell of it for the next three days, and this smell drives Flaptic Reconnoiteurs mad. If these persons visit the Blistered Forest, 3d12 Flaptic Reconnoiteurs will attack them just before they reach its entrance.)

Most scavengers want nothing to do with the Naiad, but scores of wolf-sized Sarcoptiform Megamites, enlarged by whatever enlarged the Naiad, crawl over its surface, jostling for places to suck the from the corpse.

SARCOPTIFORM MEGAMITE: **Armor** 15, **Move** 90', 1 Hit Die, 6hp, bite d6, **Morale** 9. On a natural 20, the Megamite fastens to the victim with a blood-draining grapple.

Traversing the valley does not prompt the curiosity of the Megamites, but taking any samples or trophies from the Naiad provokes (d4+1) Megamites to attack the intruders.

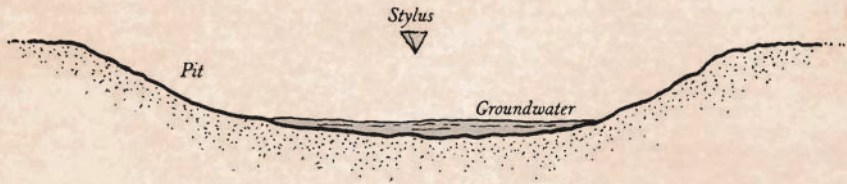


16. THE FABRICATOR

Le ere yawns a shallow pit, two hundred feet wide and twenty deep in its middle, filled with knee-deep groundwater. In the mud, tracks indicate recent visits by animals, birds, and Trefusis #z's party (page I.13).

In the air above the pit, a perfectly reflective tetrahedron, five feet on a side, hangs point-down: the three-dimensional stylus of the Fabricator. Its upper surface hangs level with the ground outside the pit.

The Fabricator



Trefusis #z (at least) has already visited the Fabricator and used one of its charges. Three charges remain. If anyone uses this last charge, the tetrahedron begins to drift to the southeast, toward the Transcriptor, plowing a trench through the earth and through all material obstacles. In two hours, it will reach the Transcriptor (Area #4). The two objects will merge, then shrink out of three-dimensional existence.

The Fabricator has the potential to create the kinds of mineral wealth that the English dreamed to find in North America, which could destabilize the economies of the Virginia Colony, England, and beyond.



Activation

The first spell cast within fifty yards of the Fabricator activates it, devouring that spell's energies. The tetrahedron emits a single throb of sound at the lower limit of human hearing. Particulates suspended in the water of the pit begin to swirl like iron filings before a magnet.

During the next twenty minutes, anyone who directs spells of detection, perception, viewing, or dimensional travel toward the Fabricator perceives a vast (and dimly self-aware) apparatus behind its three-dimensional stylus. Spells related to communication, remote manipulation, or the domination of the wills of others cause the Effigy to manifest (see below).

No mundane force can damage the frictionless surface of the stylus. Against magic items or effects, treat the exterior of the Fabricator as having the strength of half-inch rolled steel.

The use of spells or magic items to damage either the surface or the interior of the stylus prompts the Fabricator to conjure a number of Defensive Materials equal to the number of visitors.

DEFENSIVE MATERIAL: **Armor 12, Move 90'**; 2 Hit Dice, 9hp, dirt punch d8, **Morale 12**. Immune to piercing, half damage from slashing weapons.

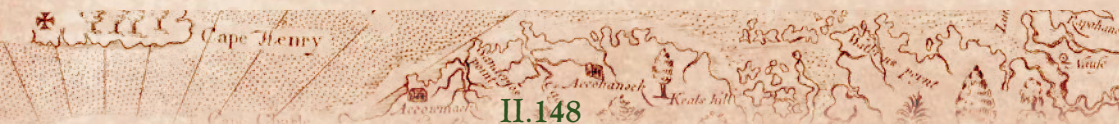
The Effigy

If nobody uses spells to probe the Fabricator for twenty minutes after its initial activation, then the device itself responds. From the ground beside the caster of the most recent spell rises an animated Effigy of that caster, made of coherent dirt. The Effigy immediately establishes a mental link with the caster, which causes the caster a not-unpleasant dizziness and a sense of almost seeing the true and ultimate nature of material objects around her.

The Fabricator projects the effigy as an attempt to serve beings unable to operate its four-dimensional user interface. In a rasping voice, the Effigy will ask in the caster's first language: "What shall we fabricate? Declare the desired **FORM**, **SUBSTANCE**, and **QUANTITY**." (See below for the meanings of these terms of the Fabricator's art.)

The Effigy remembers details about its Fabrications but not about its operators.

If the operator—and the operator only—firmly refuses the offer of fabrication, then the Effigy sadly declares "We abort Fabrication" and collapses as loose dirt. If offered violence, the Effigy will likewise disintegrate. Treat the Effigy as having three Hit Dice, and subject to mind-affecting spells that would affect a human.



Fabrication

A character who has control of the Fabricator has a **FABRICATION NUMBER**: experience Level, plus Intelligence modifier, plus her total number of uncast spell Levels. (Therefore, a Fourth Level Cleric with a 14 Intelligence who has prepared two First Level spells and one Second Level spell would have a Fabrication number of nine: $4 + 1 + 1 + 1 + 2$.)

If the operator does not instruct the Effigy within three minutes, it warns, "Direct me, please, or I must sleep again."

If the controlling character does not specify what she wants Fabricated, but only specifies that she desires a Fabrication, then roll dzo on each of the three tables below to see what results.

During Fabrication, flecks of matter swirl up from the pit (and possibly from the operator: see below) equal to the Quantity made. These flecks change shape and color as they sinter into their final Form.

FORM: With a human operator, the Fabricator can only fabricate a single thing per use, and the operator's Fabrication Number (above) determines the maximum complexity of that thing Fabricated, according to the following table.

Fabrication Complexity

Result	Complexity
1	shapeless lump
2	sphere
3	regular polyhedron (d6: 1, tetrahedron; 2, hexahedron; 3, octahedron; 4, dodecahedron; 5, icosahedron; 6, rhombic triacontahedron)
4	star polyhedron: regular, uniform, or uniform dual
5	Archimedean solid (including the elongated square gyrobicupola)
6	degenerate star polyhedron or Archimedean dual (i.e., Catalan solid)
7	object of another shape, but with no moving parts (for example, crowbar)
8	object composed of one Substance, but with simple moving parts (for example, chain)
9	object composed of multiple Substances, with simple moving parts (for example, wagon, book)
10	object composed of multiple Substances, with complex moving parts (for example, firearm, astrolabe)
11+	living organism or part thereof



If the operator attempts to make something more complex than her Fabrication Number allows, then the Fabrication results in a fused, inside-out, or otherwise malformed object.

If not told what Form to make—“Gold, in any shape!”—then the Fabricator uses structures from the operator’s body as model, and the Fabrication consists of a fused mass of the following.

Fabrication Form

Roll 1d20	Form	Roll 1d20	Form
1	bladders	11	livers
2	calluses	12	lungs
3	cerebellums	13	marrow
4	eyes	14	nostrils
5	fat	15	pelvises
6	fingers	16	skin
7	gonads	17	teeth
8	hair	18	toes
9	kidneys	19	tongues
10	larynxes	20	veins

SUBSTANCE: Find the operator’s Fabrication Number on the table below. She can direct the Fabrication of substances with an equal or lower number.

Fabrication Substances

Result	Substance
1	ice
2	boron
3	aluminum (not known in its metallic form in 1633)
4	quartz
5	limestone
6	iron
7	coal
8	clay
9	silver (worth 20sp per ounce)



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Result Substance

10	lead
11	gold (100sp per ounce)
12	platinum (30sp per ounce; in 1633, metallurgists still take this element for an exotic form of silver)
13	plant tissue
14+	animal tissue

If the operator attempts to make something with a higher rating than her Fabrication Number allows, or if the operator does not designate a Substance (“A ladder, made of anything!”), then roll d8 on the table above table.

QUANTITY: Here lies danger. The operator must roll Wisdom or lower on d20: success means that the operator intuits the limit of the mass that she can safely Fabricate.

Find the character’s Fabrication Number on the Quantity Table below: she can safely Fabricate that Quantity or less.

Fabrication Quantity

Roll 1d20	Quantity	Roll 1d20	Quantity
1	one carat	11	d12 pounds
2	one ounce	12	d20 pounds
3	two ounces	13	d4 × 14 pounds (i.e., one stone)
4	three ounces	14	d6 × 14 pounds
5	four ounces	15	d8 × 14 pounds
6	nine ounces	16	d12 × 14 pounds
7	one pound	17	d20 × 14 pounds
8	d4 pounds	18	d4 × 140 pounds
9	d6 pounds	19	d6 × 1,400 pounds
10	d8 pounds	20	d8 × seven tons

If the operator does not designate the Quantity of the Fabrication, or asks for “as much as you can make,” then roll d20 on the table above and compare the result to her Fabrication Number.

If the result falls below her Fabrication number, she has no problem. But if the result exceeds her Fabrication Number, then the machine produces a greater Quantity than the operator can safely Fabricate, and she must make a saving throw versus Magic:

success means that she can reduce the rolled Quantity by half, but failure means no reduction.

For every fourteen pounds (i.e., one stone) of matter above the operator's safe limit, the Fabricator will suck one point of Wisdom from the operator. If reduced to a Wisdom of three, two, or one, then the caster becomes permanently catatonic. Otherwise, lost Wisdom points return at the rate of one point per day. But if the operator's Wisdom falls to zero or below, then the Fabricator draws on the caster's own mass, starting with her head, as material for the Fabrication.

After use, the Fabricator will lie idling for three hours, unresponsive, while it recharges.



17. THE TRANSCRIPTOR

At the center of a clearing, nine feet in the air, hangs a dark sphere: the three-dimensional stylus of the Transcriptor. It appears composed of lazily swirling fluid in shades of graphite. Around the clearing trees lean outward, and some lie toppled, roots in the air, all pointing away from the sphere.

A group of New People (see page III.304) will follow the party here. They will arrive 12 minutes after the adventurers.

The idling Transcriptor bends space, exerting something like negative gravity. Beneath the sphere, vegetation lies as if raked flat. Approaching within thirty yards of the sphere, one feels as if walking uphill, although the ground appears level. The sphere's repulsion increases with proximity, such that the harder one pushes toward the sphere, the stronger the repulsion grows. Anyone crawling directly under the sphere would feel five times her normal weight; if she could force herself upright, tidal forces would break her neck.

Any spell related to divination, communication, or perception cast within a hundred yards of the Transcriptor activates it, devouring the spell's energies.

Dark gray fluid suddenly condenses out of thin air to swirl around the head of the caster, whose body now hangs from her enclosed head. No mechanical force can dent or move the fluid. A *Dispel Magic* or more powerful spell of disruption or exorcism causes the fluid to vanish into itself.

The caster witnesses a different scene. The sphere becomes softly luminous, and comrades stand as if frozen, while an exact duplicate of the caster appears, facing her.

"Transcribe," says this figure, "but which mind, and where?" With a jolly grin, she demands, "Direct me, and we shall transcribe!"

The Avatar

Through this Avatar, the Transcriptor will ask variations of these two questions—which mind and where. The Transcriptor wants the user to commit to a mass into which to transcribe a mind (not necessarily the user's), so that it can reorganize matter to form a body for that mind.

If the caster answers by word or gesture, the avatar will ask, "Have you selected? Shall we transcribe?" (Get pushy, Referee.)



If the caster refuses either to designate either a mind or a destination, then the Avatar cries, "We abort!" and the vision ends. The fluid around the caster's head shrinks to nothing, and the caster collapses with a sore neck.

But if the caster gives instructions to transcribe, then the Transcriptor reshapes the designated volume. Non-human flesh and inanimate matter transform into a simulacrum of the body that the designated mind has or had.

A mind embodied in this way must make a saving throw versus Magic or suffers a cascade of seizures that will result in death in 1000 minutes. If the caster operates the Transcriptor after talking with New People about its functioning, then a Transcribed mind gets a bonus of four on its saving throw to survive.

If it survives, it has minor abnormalities of mind due to a transcription error that merged some other organism's impulses with those of the original. Roll 1d12.

Transcriptor Errors

<i>Roll 1d12</i>	<i>Organism</i>	<i>Roll 1d12</i>	<i>Organism</i>
1	aphid	7	pillbug
2	bee	8	slug
3	earthworm	9	spider
4	hawkmoth	10	springtail
5	leech	11	termite
6	mosquito	12	wasp

These abnormalities manifest as urges, sometimes disgusting and sometimes dangerous, to be determined by the Referee. The Referee may occasionally require the character to make a saving throw versus Magic or act on one of these impulses.

If the Transcription volume includes already living beings, then the Transcriptor overwrites their minds, no saving throw allowed.

After transcription, the operator's vision ends. The fluid around the operator's head retracts, and the operator collapses with a sore neck.

After use, the Transcriptor will lie idling for three hours, unresponsive, while it recharges.



THE FURNACE FOREST

In the Furnace Forest, the Earth's surface, stretched weirdly through space, rises at an overhanging angle of seventy-five to eighty-five degrees relative to the surrounding land. From wherever one stands, the land nearby appears level and undistorted.

The sky, however, seems to change with every step. At night, amplified starlight turns the sky the same bright blue as an ordinary noon, banishing the stars; by day, the Sun burns like a furnace just overhead—unless the Warp itself obscures it.

Because this mile-wide band of the Earth's surface has stretched to hundreds of times its normal area, it receives correspondingly more radiation from space, turning the land into a solar cooker. Skeletal trees rise over drifts of white ash. Even by night, the ground retains enough heat to scorch feet through boots. For every nighttime hour spent in the Furnace Forest, make a saving throw versus Poison, or lose a hit point.

Persons caught in this zone at dawn lose one hit point in the first minute of the Sun's rising. In the second minute, they lose two, and so on, until they take cover or die.

Tracks of Fractal Onychophorators (page III.354) from the Blistered Forest (#19) crisscross the ash.

18. THE SPACELOCK

Near the charred skeleton of an oak, a metallic object hangs in midair a yard above the ground. From a distance, it looks like several nested shells, rotating in different directions. It seems about five feet across on the longest of its shifting axes.

Upon approaching within twenty feet, an observer can see that the object itself does not move: instead, every time the observer moves, one sees new and strange facets of the object's impossible surface. (A Magic-User will notice this before companions do.) If touched, its felt surface does not align with its seen surface.

Like an airlock, this device permits passage between the alien ship and the world where it ran aground. But the Spacelock also serves to keep a buffer of four-dimensional space between the five-dimensional ship and the three-dimensional Earth. If anyone opens both the outer and inner gates of the Spacelock, allowing three-dimensional space a direct bridge to five-dimensional space, this conjunction will destroy the ship. (See "Opening the Inner Gate," below.)



No mechanical force can breach the Spacelock, but humans can use magic to explore and even enter it. (New People can use their wireless speech to command it to open.)

Anyone with spells prepared feels the Spacelock exert a pull on those spells, as if it wanted someone to cast something upon it.

 **Clairvoyance, True Seeing**, and other spells that extend the senses allow the caster to perceive the interior of the Spacelock. (See “Inside the Spacelock,” below.) The caster must make a saving throw versus Spells: failure means that the caster experiences enraptured confusion for d4 minutes. But success allows the caster enough presence of mind to understand a few of the most basic controls within. (See “At the Controls,” below.)

 **Astral Projection, Dimension Door, Etherealness**, and other spells that enable the caster to circumvent normal dimensions allow her to enter the Spacelock without first opening its outer, three-dimensional side. But this could prove fatal, as the interior contains no atmosphere until someone opens the three-dimensional side. (See “Entering the Spacelock,” below.)

 **ANY OTHER SPELL** cast directly on the Spacelock causes its outer gate to open.

OPENING THE OUTER GATE: Player Characters can open this gate using magic (see above).

If one opens this outer, Earth-facing gate, then the exterior of The Spacelock doubles in diameter and it emits a sound like a foghorn dropping in pitch below human hearing. As it swells, air rushes into its apparently solid surface.

Anyone may now pass through the newly permeable, but still opaque, surface of the Spacelock.

ENTERING THE SPACELOCK: Once the outer, three-dimensional gate opens, anyone on the Earth side can thrust a head, arm, or inanimate object through its surface. It has an inner diameter more than ten times its outer diameter.

Anyone entering becomes weightless, and seems to rise into a series of nested machine cathedrals. She can pull herself along on the kaleidoscopic reefs of instruments and apparatus that jut toward, around, and sometimes from inside her. Every movement reveals new vistas of incomprehensible detail.

Regardless of exterior conditions, the interior stays 61 degrees Fahrenheit, the average surface temperature of the Earth.

INSIDE THE SPACELOCK: Through and between the devices inside the Spacelock flow Sub-Processes, like branching and recombining streams of quicksilver. Some of their movements respond to transformations within the machinery, while the others seem to





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respond to those of the adventurers. If adventurers decide to interact with the controls, the Sub-Processes may decide to interact with them. (See “At the Controls,” below.)

Shoelaces, belts, and other three-dimensional closures spontaneously come undone, but trousers do not fall, for the Spacelock insulates objects from Earth's gravity.

Furthermore, the interiors of three-dimensional objects now become visible to persons inside. A person inside the Spacelock can see inside the pockets and inside the flesh of nearby comrades; likewise, one can look inside one's own volume.

This environment offers unique opportunities for surgery, theft, and violence. Anyone who wants to hurt another person need not roll to hit: because everyone's insides have unfolded into easy view and reach, the attacker need only roll d8 damage, plucking directly at organs.

Amid the visual chaos, someone wishing to surreptitiously remove an object from another person, even from a sealed container, need only succeed in rolling Dexterity or lower on d20 to avoid detection. Failure not only betrays the attempt, but also costs the thief d6 hit points, as she dislocates a joint in a direction impossible in three-dimensional space.

In the brains of spell-casters, now laid out in exploded-diagram views, prepared spells appear threaded among neurons like luminous, downy worms. Magnitude of glow indicates relative spell Level, but nothing otherwise distinguishes them from one another.

Someone wishing to remove a spell from the mind of another must roll Dexterity or lower on a d20. Failure means that the ham-fisted thief mauls nearby brain tissue, costing the target of the theft either d4 Intelligence or (d4 × 1,000) Experience Points' worth of memories, victim's choice.

But success means that the thief deftly removes a spell. A spellcaster capable of casting a spell of this Level (regardless of character Class) can now attempt to put it into her own head by rolling under her Wisdom on d20. Success in this check implants the spell, ready to cast. Failure of the Wisdom check requires the thief to make a saving throw versus Magic, or the spell deflagrates prematurely in a spray of four-dimensional fireworks, starting in the thief's head. Brain damage costs her 2d4 points distributed over Charisma, Dexterity, and Wisdom (player's choice).



AT THE CONTROLS: Whether through mathematics or metaphor, every spellcaster knows enough about higher planes of being to intuit the most basic controls of the Spacelock. These controls do the following.

-  **open or close** the Outer Gate: This takes but one round. To the operator, parts of the interior of the Spacelock seem to recede when opening the Outer Gate.
-  **evacuate** the Spacelock of three-dimensional matter: This takes two rounds at the controls. At the start of the third round, the Spacelock expels any Earth matter, including atmosphere and the controller, onto the ground outside.
-  **open or close** the Inner Gate: This takes three rounds at the controls. To the operator, parts of the interior of the Spacelock seem to recede when opening the Inner Gate, accompanied by a deep humming and swirls of light. But if the Outer Gate (to three-dimensional Earth) already stands open, then beginning the procedure to open the Inner Gate (to the five-dimensional ship's interior) provokes $d4+1$ Sub-Processes to attack the operator, because the Sub-Processes know that opening the two Gates at the same time will destroy the ship. (See "Opening the Inner Gate," below.)

Spellcasters who examine the less intuitive instruments of the Spacelock can also learn how to operate some. For every hour spent in such study, let a spellcaster make a Wisdom check: a roll of Wisdom or lower on $d20$ allows that caster to discover technological means to duplicate a random Magic-User spell of Fourth Level and higher ($d6 + 3 = \text{spell Level}$). The caster does not learn the spell, and the caster can only create the effect from within the Spacelock. Anyone who casts *Read Magic* or *Comprehend Languages* on the controls reveals the operation of $d3$ such effects before the spell wears off. The adventurers can discover up to six such effects.

If one directs *within* the Spacelock any spell or spell-like effect of Fourth Level or above, then $d4+1$ Sub-Processes will react to that person as an intruder. (See "Process and Provocation," below.) The Sub-Processes regard less powerful spells as harmless to the ship's systems.

Process and Provocation: The ship's Sub-Processes guard the Spacelock against dangerous tampering.

SUB-PROCESS: **Armor 12, Move 120', 2 Hit Dice, 10hp, neutral insinuation d3hp, Morale 12.** Attack paralyzes; immune to non-magical weapons.

An attacking Sub-Processes will attempt to insinuate itself into the person's limbs. If its *mêlée* attack hits, the victim must make a saving throw versus Paralyzation or find



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her skeletal muscles unresponsive. The filaments then begin to drag the intruder to the Spacelock's surface to dump her back to Earth. This takes $d4$ rounds.

If other characters intervene, the Sub-Processes will label those characters (and only those) as threats to expel, and on the following round another $d4+1$ Sub-Processes will emerge to assist in the expulsion. (The ship has thousands.)

OPENING THE INNER GATE: The results of this action depend on the current status of the Outer Gate: shut or open.

OUTER GATE SHUT, INNER GATE OPEN: With the Outer Gate shut, anyone at the controls can open the Inner Gate, and the Sub-Processes will not intervene. The adventurers may now explore a five-dimensional spaceship built by beings of godlike power.

Even in its crippled and powered-down state, the ship seems a cave of infinite wonders. If players want to map it, tell them, "Take the deck plan of [players' favorite fictional spacecraft], re-draw it on every wall of every cabin of [players' second favorite fictional spacecraft], and then rotate that collection of maps through the fourth dimension."

In the five-dimensional interior of the ship, some of the higher Sub-Processes will recognize the adventurers as having sentience (albeit of some gamy sort). These Sub-Processes will probe and disassemble the visitors' bodies while running their minds through lifetimes' worth of simulations.

Anyone who wants to stay, retiring from adventuring, may do so. In the simulations aboard the ship lie grander conquests than any on Earth. Likewise, anyone who wants to leave the ship may do so, though somewhat changed. Choose one of the following.

-  restructured body: gain $d3+1$ points to assign, at the player's choosing, among Constitution, Dexterity, and Strength
-  restructured brain: gain $d3+1$ points to assign, at the player's choosing, among Charisma, Intelligence, and Wisdom
-  virtual experience: through half-remembered centuries in simulated worlds, gain enough real Experience Points to reach the middle of the next higher Level

Anyone leaving the ship remembers only dreamlike fragments of the experience.

BOTH GATES OPEN: If anyone tries to open the Inner Gate while the Outer Gate stands open, the Sub-Processes will try to thwart her. But if they somehow fail,

and she can operate the controls for the required three rounds, then the Inner Gate opens, and a series of catastrophic events begins.

First, any persons inside the Spacelock proper get sucked into the five-dimensional interior of the ship itself.

Second, the outer surface of the Spacelock, on Earth, inverts, and a sphere of indestructible machine-cathedral begins to swell to $(2d4 \times 1,000)$ feet in diameter, displacing enough earth to cause horizontal landslides. Anyone nearby must make a saving throw versus Breath Weapon or lose $2d6$ hit points amid the din.

Anyone inside the ship suffers a more decisive fate: the opening of both ends of the Spacelock causes the five-dimensional ship to decay into four-dimensional plasma. The cave of wonders and all within turn to fire before the visitors can understand their fate.

The outside of the machine-cathedral sphere now heats to red, then white. Those able to flee still lose $2d8$ hit points to burns, though a saving throw versus Breath Weapon will halve this. Behind them, the fireball will burn for a week, giving eastern North America a temporary local sun—a second Disastrum, burning on the lip of the Warp itself.



19. THE BLISTERED FOREST

As one nears the Eye of the Warp, the apparent spatial distortion begins to change again. Behind, the curve of the Earth fills most of the sky, but celestial bodies now appear to shrink, as if their distance from the Earth increased with the traveler's every step into (or up the curve of) the Warp. Soon, the Sun looks only slightly bigger than Venus, even by day, and Earthlight predominates.

Below this altered sky, the charred trees give way to merely singed vegetation, and an unnamable stench thickens in the air. A reef of membranous domes, ranging from two to twelve stories high, has risen like a wall between the Furnace Forest and the Eye of the Warp. This Blistered Forest, a quarter of a mile thick, has grown around or over the trees, which have withered from the strange atmosphere and life within. In its edges yawn orifices through which its more autonomous denizens come and go, along with its noxious exhalation.

Here, Sub-Processes from the alien ship ejected some five-dimensional debris that sank immediately to the Earth's core. As this ejecta decays, it releases strange particles that rise through the mantle, sizzling up through fissures on the planet's surface. The Sub-Processes have overgrown these fissures with congeries of huge blister-like domes to catch and harness these energies, thereby converting a portion of the Earth's surface into a new ecosystem: a colonial super-organism, powered from below yet also preying on organic matter above.

The blisters crawl with strange life, some of which ventures forth by night, crossing the Furnace Forest to hunt. Over the blisters wheel swarms of Flaptic Reconnoiteurs, which drop prey into pitcher-like digesters nested between the domes.

Traversing the Blistered Forest

For human visitors, the interior of the Blistered Forest suggests various analogies: the inside of a rotting gourd, a carcinogenic greenhouse, the lung of a cadaver. No surface follows a plane: walls curve to join floors, buttresses, and vaults. The most common substrate underfoot resembles dried cartilage. Ceiling heights range from twenty feet to a hundred.

Pods large enough to contain a human body rise from stalks in the floor, or hang from the ceiling, or connect the two. These contain various substances, structures, and creatures.

Tubules 3d6 feet in diameter connect Blisters within the Forest. Sometimes transparent or translucent, they offer glimpses of other cavities, conduits pulsing with fluids, or shadows following the party.



Inside, all Earth vertebrates must make a saving throw versus Poison every hour, due to the mildly toxic atmosphere. Success means malaise but no further ill effects for this hour. Failure means an hour of nausea and lightheadedness that bring a penalty of two to all dzo rolls.

Failure of three consecutive hourly saves entails a more debilitating sickness. Any activity more strenuous than walking first requires a saving throw versus Poison, with failure causing the adventurer to faint for d4 minutes.

Going over the top entails its own difficulties, as the slippery domes make awkward climbing, and the party will suffer (d4+1) raids by Flaptic Reconnoiteurs, with 3d12 Reconnoiteurs in the first wave, 4d12 in the second, and so on.

Ways to Use the Blistered Forest

If the adventurers decide to traverse the Blistered Forest, the Referee can use the eight pre-generated Blisters below as a dungeon crawl. See “Option: Eight Blisters.”

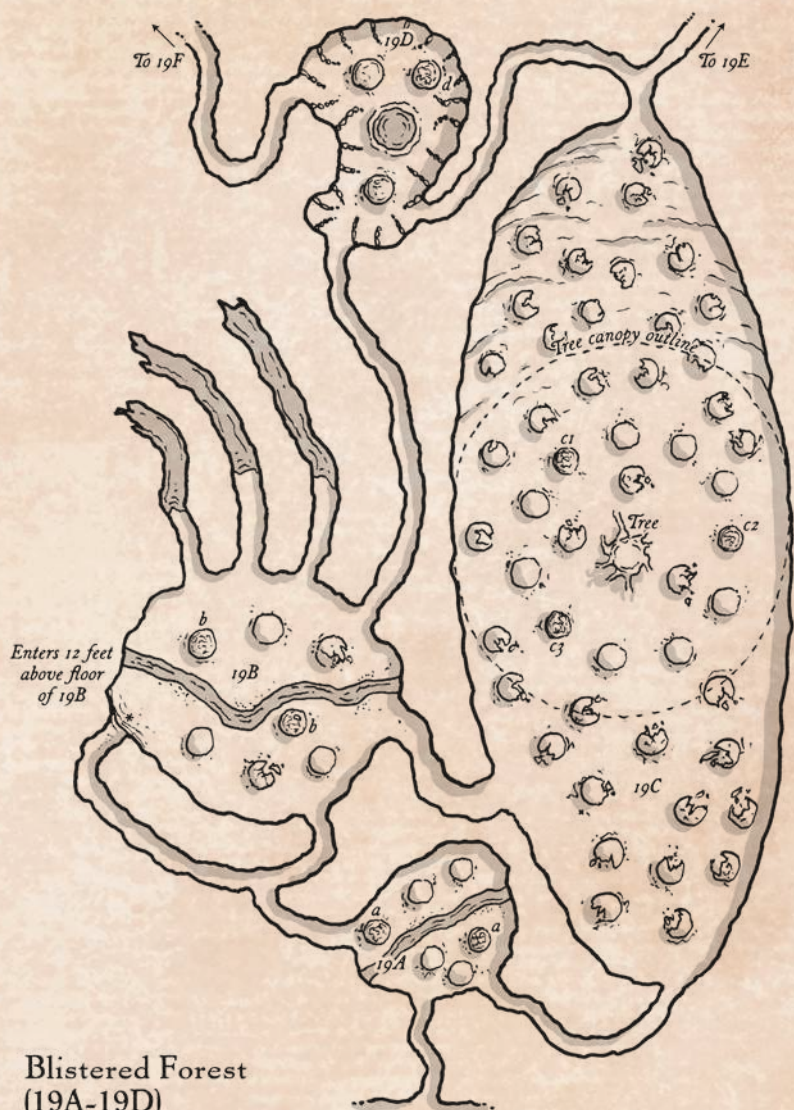
Other optional rules allow the Blistered Forest to pirate energies from certain spells cast within its body, using them to awaken to sentience. See “Option: The Blistered Forest Awakens” (page II.186).

Furthermore, the Referee can also use the rules below to generate Blisters before play: see “Option: Raise Your Own Blisters” (page II.176). Use the d12 tables there, or expand them to dzo by adding your own features. The Blister Templates (page II.176) offer ready-made floor plans.

If you and your players crave a headlong dive into the unpredictable, then tell them, “The book says here that the party must, quote, traverse dee [number of your choice] plus one Blisters, end quote, if they want to get through. So if you want to get through, I have to generate these Blisters as we go.” Then make good on the threat.

If the party spends more than twenty minutes in any Blister, roll on the Denizens table (page II.183) to determine what wanders in.





Blistered Forest
(19A-19D)



Option : Eight Blisters

BLISTER #19A: The transparent dome above admits Earthlight diffused by swaying uvulae that hang from the dome's inner surface. The longest measure more than a yard.

As the party enters this Blister, they see a Chymous Remembrancer slithering out the passage leading toward Blister B. As it exits, it turns as if to look eyelessly back at them.

CHYMOUS REMEMBRANCER: **Armor 12, Move 60', 3 Hit Dice, 17hp, bile spew d8, Morale 6. Summons living dead from intruders' pasts.**

Six pods rise from the floor. Four have opaque black rinds that obscure their contents; two (*lettered a on the map*) have transparent rinds that reveal interior structures that resemble visceral organs, each bigger than a human being, pulsing to unknown rhythms.

A trough bisects the floor, and from a joint in the dome above, a sheet waterfall falls continuously into it. The first time anything breaks the sheet and then withdraws (to either side), the joint emitting the waterfall then sends down, just in the zone where the object broke the sheet, not water but something that looks like an opaque black liquid. This falling black stripe, slightly wider than whatever broke the sheet of water, behaves as if rock-solid, presenting an impenetrable barrier. Furthermore, anything under a black stripe when it descends gets neatly guillotined by this two-dimensional film. The black stripe falls for only three seconds each time. No earthly force can penetrate it.

Two exits lead deeper into the Forest.



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BLISTER #19B: The passage that leads from #19A toward #19B splits. The right-hand passage enters #19B normally, while the left enters #19B a dozen feet above the floor (*marked with a * on the map*). The trail of the Chymous Remembrancer follows the right-hand passage.

Inside the blister, luminous capillaries cover an opaque ceiling, emitting the equivalent of moonlight. Rubbery villi rise floor, swaying from knee to chest height. The Chymous Remembrancer lurks among the villi.

CHYMOUS REMEMBRANCER: **Armor 12, Move 60'**, 3 Hit Dice, 17hp, bile spew d8, **Morale 6.** Summons living dead from intruders' pasts.

Above the villi, 2d4+1 Tensor Pseudospiders have filled the empty volume of the room with their blade-sharp webs. One who wishes to traverse the room must either go slowly, using a metal tool to cut the strands one by one, or must crawl among the villi. The Pseudospiders lurk above the pods.

TEXTOR PSEUDOSPIDER: **Armor 14, Move 90'** (crawling) or 120' (in web), ½ Hit Die, 3hp, bite 1hp, **Morale 3.** They can cause their webs to ring, disorienting foes.

Across the floor runs a channel ten feet across, containing water twelve feet deep. On its surface, an iridescent scum contains swirling creatures like hungry slicks of oil, which will attach themselves to anyone entering the channel, ignoring armor. They inflict one point of damage as they digest flesh, costing one hit point per round for as long as their prey remains in the water. The villi conceal this channel from view until one has come nearly to its edge.

From the ceiling hang seven Pods: two, transparent and split, ooze an ichor smelling of low tide; three, unbroken but opaque, hang obscure; two more, transparent (*lettered b on the map*), contain worm medium. This cloudy fluid swarms with worm-like creatures, ranging from microscopic to eel-sized. If released, they inflict one hit point of damage per round to everyone in this Blister.

On the far side of the room, four exits lead out. The three on the left connect to passages that pitch downward, filling with water. The leftmost contains d4 Proglottid Affixionists; the next, water a degree or two under boiling; the next, leech-like creatures that tear out tiny divots of flesh and spit them into the water, costing waders one hit point per minute. The next passage leads to #19D.

An opening to the right of these false exits leads to #19C.



BLISTER #19C: This Blister sprawls three hundred feet long, half as wide, and a hundred feet high. Toward the far end, the ridgy floor slopes upward, funneling toward an exit some thirty feet above the Blister's predominant level. A ribbed, transparent dome admits Earthlight.

Dozens of pods rise from the floor, but most stand empty, and they will split and topple if handled roughly.

Above looms the Skeleton Tree, its upper branches scraping the dome, and its canopy shading a circle as wide as the room. Its branches droop with great black fruit.

Beneath the shade, the Skeleton Tree's roots gnarl in rich, black soil, where no other plant grows.

If the party ventures under the canopy of the Skeleton Tree, it will begin to drop d4 fruits per round, for 2d4 rounds. As these fruits strike the ground, they burst to release animate swirls of bones and dust: Skeleton Servitors. These converge to attack the party.

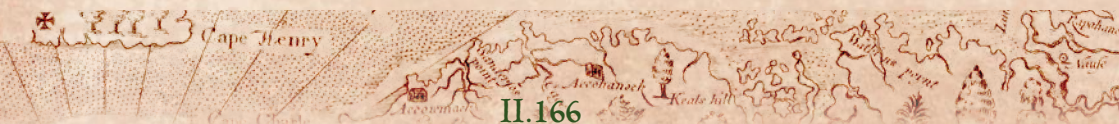
SKELETON SERVITOR: **Armor 12, Move 120', ½ Hit Die (or more), 4hp, bite d4, Morale 10.** Regenerates 2hp per round; multiple Servitors can combine into larger forms (see page III.397).

Around the base of the tree, twenty feet from its trunk, stands a circle of eleven unbroken pods. Eight have night-green hulls. Three others (*lettered c1, c2, and c3 on the map*) have transparent hulls and contain an equally transparent fluid. In this fluid drift human bodies, semi-digested but undead: three Powhatan men in pod #1, two Monacan men in pod #2, and two European women in pod #3.

If the party has made significant noise, then these undead will have noticed them, and the undead will have begun beating the sides of their pods to attract attention. But because the pods stand shaded beneath the tree, the source of the thumping may remain mysterious until the visitors draw close. Even then, visitors may not perceive the decomposed state of the prisoners until a few paces away.

If Trefusis has accompanied the party, he will recoil from these beings in a horror seemingly disproportionate for a necromancer, for he recognizes them as his own failed experiments in the simulation of life. He thought he had scattered into infra-spatial voids, beyond the possibility of such return.

These animate corpses have clothing and d4 belongings each, but they carry no tools or weapons to breach the pods. If released, those who come into the open air no longer look decomposed, just wet and half-drowned. When they finish coughing water, they thank the party—the Powhatan and Monacans in their respective languages, and the European women first in Dutch and then in English.





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Observers will now notice that the persons who compose each group look identical to their fellows: the three Powhatan look like triplets; the Monacans and Colonists, like two pairs of twins.

IF ANY VERSION OF JOHN TREFUSIS HAS ACCOMPANIED THE PARTY, then the two women will say, in unison, “Jack, *dropje*, give us a kiss.”

 Trefusis #1 (page I.68), hearing this, runs screaming, clawing chunks of flesh from his suddenly decomposing face. He will go some twenty paces before his limbs fail, but he will continue to scream for the next minute, the time it takes for the rest of his soft tissues to liquefy.

 Trefusis #2 (page II.118), hearing this, looks puzzled, as do the twin Dutch ghosts, who do not understand why they cannot destroy him.

IF NO TREFUSIS HAS ACCOMPANIED THE PARTY, and if Europeans predominate among the adventurers, then the Colonist women will ask them in Dutch-accented English the whereabouts of “Doctor Trefusis” (meaning Trefusis #1). If indigenous people predominate, then the indigenous men will ask. None realize that the Second Trefusis has come to Earth. They do, however, know that the Eye of the Warp leads to other spacetimes, though not where.

These embodied ghosts will not accompany the party, unless the adventurers declare that they plan to find Trefusis, in which case they show eagerness. At their first opportunity, the women will hail him, hoping to transfer their curse to him.

In their gratitude for facilitating their release, these ghosts will assist the party in traversing the Blistered Forest. If the ghosts serve as guides, then no denizen of the Forest will molest the adventurers provided the adventurers do not molest the Forest.

Treat the ghosts as unarmored, zero-level humans, who will not fight even to save their lives. The moment any ghost leaves the sight of the party or vice versa, that ghost disappears.



BLISTER #19D: Although this Blister has a transparent ceiling, it admits little Earthlight because the guano of Flaptic Reconnoiteurs accumulated on its outer surface.

From the walls fold and unfold various structures resembling the facial appendages of arthropods. Keeping to the center of the Blister avoids their touch, but anyone coming within six feet of a wall must make a saving throw versus Paralyzation or get pinned to that wall by $2d4$ palps. Every such embrace brings $d3$ Invertive Digestrants after as many rounds: a wall bulges, then ruptures, and the Digestrants wriggle forth to dispose of the intruder.

INVERTIVE DIGESTRANT: **Armor 14, Move 60'**, 4 Hit Dice, 20hp, inverted stomach-lash $d8$, **Morale 12**. Spiny stomach crawls over victim for progressive $d3$ damage per round.

From joints between the blisters that form the roof, water falls constantly into a raised pool in the center of this Blister. Its lip rises three feet above the floor, and its bottom lie five feet below floor level. On its floor lies a scattering of twenty-three large mineral crystals.

Around this pool stand three transparent pods, their floors heaped with billows of water-mold. Inside one (*lettered d on the map*), a Querulous Plasm crawls up and down the walls.

QUERULOUS PLASM: **Armor 12, Move 120'** in water, 2 Hit Dice, 12hp, constrict $d6$, **Morale 8**. Attempts to drown air-breathers.

If anyone enters the pool, the Plasm will squeeze itself down into an opening hitherto obscured by water-mold, which leads through the stalk supporting the pod. Two rounds later, the Plasm will enter the pool through a drainage channel to defend the crystals. If necessary, it can retreat into either of the other two pods via similar channels in their bases.

The Plasm can only live in water. Exposure to air kills it.

Anyone who enters the pool picks up dozens of transparent flatworms that will suck $d3$ hit points of blood per minute until removed. These creatures swell into what look like two-inch droplets of blood.

Of the crystals in the pool, $3d6$ prove valuable, each worth 500sp. And the lumpy one, at first mistaken for a rock, will fetch $d10,000sp$.





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BLISTER #19E: A pool of upside-down water fills the ceiling of this dark Blister. (On the map, a dotted line indicates its outline.) Its surface lies nine feet above the floor.

Any object touching the pool's surface suddenly becomes subject to the reversed gravity that holds the water to the ceiling, and that object transmits this reversal to anyone touching it. For example, if a human holding a ten-foot-pole were to touch the pole to the surface, she would instantly fall upward (as would anyone belayed to her by a rope), and the same reversal would befall someone extending a rope to persons trapped in the pool. The effect ends only when an affected object or person exits the Blistered Forest, which may require one or more adventurers traversing the next few Blisters on the ceiling.

From the floor rise five pods, all transparent, all filled with pulsing bioluminescent organs, the smallest as big as a human infant. Each will glow for dzo hours, shedding as much light as a torch. Anyone carrying one attracts the hostility of any Flaptic Reconnoiteurs nearby.

Among the pods crawl fourteen Flesh Crystallizers bearing lamellar crystal growths of ivory, worth (zd8 × 10osp) per Crystallizer.

FLESH CRYSTALLIZER: **Armor** 12, **Move** 30', ½ Hit Dice, 4hp, individually harmless, **Morale** 6. Collective psychic attack inflicts 1hp of transmutation damage per Crystallizer.

On the floor in the wide end of the room lies a heavy element sorter, an irregular pit two feet deep, its lower surface divided into hundreds of hexagonal receptacles, each about the volume of a human fist. Into these receptacles, creatures resembling earwigs sort flecks of crystal according to composition. Among the less valuable minerals stand piles of gold and silver dust, with a smattering of semi-precious gems.

Disturbance of the earwig-like creatures—necessary if one wants to collect the dust by hand—prompts the arrival of zd4 Fractal Onychophorators in as many rounds.

FRACTAL ONYCHOPHORATOR: **Armor** 14, **Move** 120', 2 Hit Dice, 12hp, leg deposit d4+1 plus strength loss, **Morale** 9. Legs attach to the target, becoming independent combatants.

The minerals, if collected, have a total worth of (3dz × 500)sp.



Blistered
Forest
(19E-19H)





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BLISTER #19F: A thickly translucent dome admits only twilight.

In the floor yawn holes big enough to turn an ankle. Inside these pits, feathery worms flick in and out of lateral bores, sending out puffs of dust as they decompose the substrate. Hasty movement in this room requires a saving throw versus Paralyzation: failure costs d3 hit points to a fall, with a loss of three indicating a sprain that halves movement for the rest of the day.

On one side of the room, seven pods hang from the ceiling, three of them opaque, and four of them transparent (*lettered f on the map*). The latter contain wildlife (mostly herons, elk, and softshell turtles) getting digested.

Beneath the pods, three Saprovoric Wiwaxians (with accompanying Overbeasts) gnaw wart-like growths from *the wall marked with the double asterisk (**)*.

SAPROVORIC WIWAXIAN (AND ITS PENNATE OVERBEASTS): **Armor 16, Move 30', 4 Hit Dice, 22hp, chemical spray d4 or gnaw d8+1, Morale 10.** Chemical spray incapacitates for ease of devourment.

The Wiwaxians turn their hunger toward any intruders.

An eleven-foot rise dominates the other side of the room. Persons at floor level cannot see that this rise contains an elevated pool. This pool contains an amoeba-like creature that will assume the likeness of the first intelligent being to look into the water; the duplicate will have completely formed by the time the creature looks down. It lies floating just below the surface, eyes closed, until the original either speaks of it or reaches into the water; at this, the eyes open, locked on those of the original. Other than turning to keep its eyes on those of the original, the duplicate appears mindless; if removed from the water it will attempt to crawl back, but it will take no other actions.

If allowed to stay in the pool, it will live indefinitely; if abused or killed, it suffers without complaint, and the original feels no ill effects. But if the duplicate (alive or dead) remains out of the pool for an hour or more, both the duplicate and the original begin to suffer something like Harlequin ichthyosis: their skins crack like mud drying in the sun, exposing raw flesh below. This costs the original two points of Constitution per hour; at three, she becomes incapacitated from dehydration and blood loss, and at zero she and the duplicate die. If anyone returns the duplicate to the pool during this time, the lesions on the original heal at the same rate they formed. The other denizens of the Blistered Forest will leave the duplicate alone, unless it dies—in which case, they eat it.



BLISTER #19G: Anyone approaching hears from this chamber a wall of brown noise, the oscillating hum of more than nine hundred Hoop Millipedes.

HOOP MILLIPEDE: **Armor 14, Move 90', ¼ Hit Dice, 1hp, bite 1 plus venom (only if captured), Morale N/A.** If disturbed, they flee, making noise that attracts another encounter.

A transparent ceiling admits Earthlight diffused hanging membranes of grayish flesh, ranging in texture from flower petal to raw bacon. The largest droop nearly to the floor. (*Rippling lines indicate them on the map.*) These membranes block sightlines. Millipedes crawl over them, chewing their outer layers.

Any spell cast in this Blister causes ripples of iridescence to cross the membranes, which spooks the Millipedes, which then stampede—prompting a roll for a wandering monster on the Denizens table, page II.183. (If you use “Option: The Blistered Forest Awakens,” then any spell cast here counts double toward rousing the Blistered Forest.)

In each of the room’s five outer corners, a transparent pod holds a cloudy fluid that swirls as if alive.

A cistern, forty feet deep at the center, dominates the floor. This reservoir houses an amoeba-like creature that will bud smaller versions of itself to take the shape of non-living objects introduced into the pool. If a person enters the pool, the creature will release d4+1 buds that swim to that person and assume the shape of durable personal belongings, even to the point of crawling inside pockets or nudging into ear piercings. These changelings appear normal, and they duplicate all the non-magical effects of their originals with two exceptions: water cannot penetrate or corrode them, and they always smell of rivers at low ebb.

At the far end of this Blister, a passage in the corner leads out of the Blistered Forest.





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BLISTER #19H: An opaque ceiling renders this room dark, but from a pool comes the kind of rippling sunlight one sees reflected upward from the waves in a covered boathouse. This light does not match the cool Earthlight visible elsewhere in the Blistered Forest.

From the ceiling hang scores of hollow trunks, averaging six inches in diameter, swinging languidly. Among them drift nine Skin Blimps, all in the near third of the room.

SKIN BLIMP: **Armor 12, Move 90', ½ Hit Die, 3hp, acid jet d3, Morale 7.** On dying, rains acid.

On the ceiling of the alcove *marked * on the map*, among the trunks, lurks a Remote Macerant, which will attempt to feed on any outsider passing through the room. Careful listeners will discern its breathing against the rustling of the trunks and the gurgling of the Skin Blimps.

REMOTE MACERANT: **Armor 12, Move 30', 1 Hit Die, 7hp, bite d6, Morale 5.** Dissolves victims at a distance.

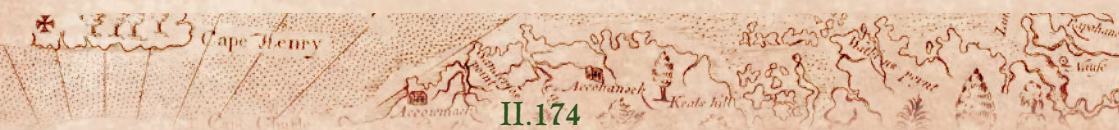
Walking slowly through the room does not disturb the trunks, but any swift movement by a creature not native to the Blistered Forest requires a saving throw versus Paralyzation: failure means that 2d4 trunks have grabbed the person and hoisted her dzo feet into the air. A victim with a blade handy may sever d3 trunks per round.

By means of a higher-dimensional gate, the pool in the floor connects to Chesapeake Bay. Looking down into the pool, one sees, at a depth of about twelve feet, a horizontal layer that looks like the rippling surface of a body of water—but as it would look if seen by a swimmer *below* the surface, looking up toward a daylight sky.

Anyone swimming down finds that at six feet, gravity and water pressure reverse, and she finds herself swimming upward. If she breaches the waves, she finds herself a hundred yards from Cape Henry, the south shore of the mouth of the Bay. One who knows the location of this gate could use it to return to the Blistered Forest, but she must roll her Wisdom or lower on dzo: failure means that she has taken a wrong turn. Save versus Magic: success means that she appears in an unfamiliar Blister of the Blistered Forest. But failure means that she appears in the original Blistered Forest, on a distant alien planet (where the Sub-Processes found their living model). She may not immediately recognize the mistake.

Around the pool stand transparent pods containing chains of Flaptic Reconnoiteur eggs.

At the far end of this Blister, a passage leads out of the Blistered Forest.



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Option : Raise Your Own Blisters

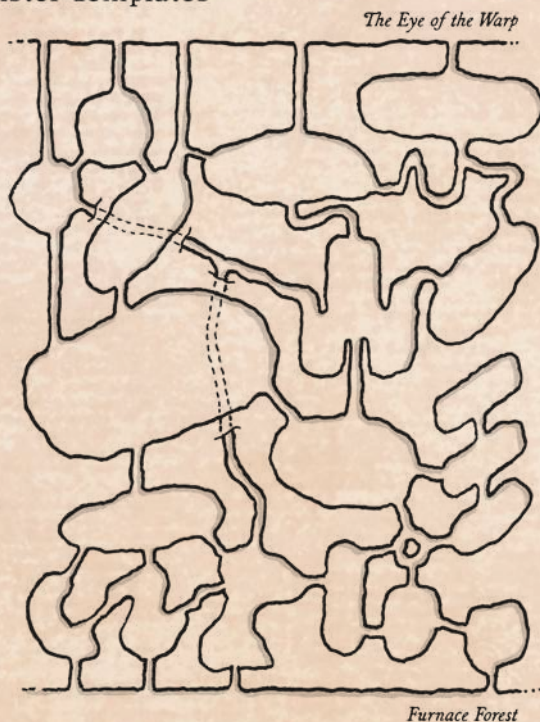
For each Blister, roll six twelve-sided dice and consult the following tables to generate its profile:

-  **VISIBILITY** within the Blister (page II.177),
-  colossal **PODS** and their contents (page II.178),
-  other salient **STRUCTURES** (page II.179),
-  **WATER** feature(s) (page II.181),
-  animate **DENIZENS** (page II.183),
-  and the number of **EXITS** (page II.185).

After rolling a Blister's profile, you should discard any result that conflicts with another you like better, or that crowds the Blister with conflicting elements. You have an ear for pits where the human covers among titanic, flailing space-abortions, so trust it.

Position any Structures and Water centrally. Then draw a loop around them; think liver, kidney, pancreas. Now you have a floor plan for your Blister.

Blister Templates



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Blister Visibility

Roll

1d12

Visibility

1	opaque dome, dark
2	opaque dome, twilit by luminous mist
3	opaque dome with luminous ceiling tendrils
4	opaque dome with luminous inner blisters
5	translucent dome
6	translucent dome with pulsing veins
7	translucent dome with luminous floor tufts (retractable)
8	transparent dome
9	transparent dome, littered with the bones of small animals
10	transparent dome with pulsing veins
11	transparent dome with interior hair
12	transparent dome covered by a larger blister, where fluid fills the space between: Huge flatworms follow the adventurers, sucking on the ceiling as if trying to taste them.

Pods: Each Blister has 3d4 pod-like structures that rise from the floor or hang from the ceiling. A third stand empty, split, and oozing fluid of various consistencies and odors. Another third, intact, have opaque rinds, giving no indication of contents. But another third, also intact, have transparent rinds.

Roll d12 for contents (and odor, if opened).



Blister Pod Contents

Roll

1d12 Pod Contents

- | | |
|----|--|
| 1 | Animals, Ordinary: semi-digested deer, turkeys, raccoons, carp, foxes, crows, ducks, and snakes. (Odor: owl smegma, fresh.) |
| 2 | Animals, Semi-Digested but Undead: As above, but they awaken at the approach of the party and fight for position closest to the humans. (Odor: centipede forcipule, purulent.) |
| 3 | Egg Masses: various sizes. (Odor: human afterbirth, spoiled.) |
| 4 | Embryo, Giant Human: a bison-sized human fetus gestates. (Odor: vole milk, curdled.) |
| 5 | Embryos, Alien but Familiar: creatures the party has already seen in the Blistered Forest. (Odor: porpoise gingivitis, terminal.) |
| 6 | Embryos, Alien and Unfamiliar: creatures the party has not yet seen in the Blistered Forest. (Odor: skink bile, dyspeptic.) |
| 7 | Embryos, Giant Corpse: Worms the size of moray eels gnaw on corpses that have the proportions of human fetuses, but the overall mass of human adults. (Odor: human fat, rancid.) |
| 8 | Human Artifacts: Choose any dozen items from the Colonist or Indigenous Belongings tables (or both). These sit at the bottom of a pod otherwise filled with a clear slime. This slime preserves organic materials, even paper bearing handwriting. (Odor: weevil eggs, mildewed.) |
| 9 | Human Corpses, Semi-Digested: In these pods, bodies of a total of d6 indigenous people and d4 colonists drift. Some have still-undigested belongings. (Odor: bison rennet, necrotic.) |
| 10 | Human Body Parts, Giant: Umbilical cords connect the stem of the pod to giant-sized fingers, eyes, and tongues. |
| 11 | Querulous Plasm: This intelligent slime crawls up and down the walls of this pod, seemingly attentive to the actions of visitors. Exposure to air kills it, but it can grow a mouth to berate those responsible. (Odor: moth spermatophore, rotten.) |
| | QUERULOUS PLASM: Armor 12, Move 120' in water, 2 Hit Dice, 12hp , constrict d6, Morale 8. Attempts to drown air-breathers. |
| 12 | Translucent Organs: each larger than a human being. (Odor: deer chyme, necropsied.) |



Blister Structures

Roll

1d12 Structure

1 **Branchiate Ceiling:** Structures suggesting inverted lungs droop and sway, some brushing the floor. They glisten with caustic mucus that costs d3 hit points from anyone who blunders into one. Moving faster than a walk requires a Dexterity check to avoid such a collision.

2 **Den of Wax:** The walls of the chamber bear convolutions suggesting the auricles of gigantic, overwrought ears. Caked with dark earwax, these convolutions contain leaves, twigs, and rocks; dead birds and birds' nests; and various dead mammals, including 3d6 wolves. In the center of the floor, a gigantic pearl sits in the orbit of something like a human eye, lids wrinkled on either side. If anyone disturbs the pearl, the dead animals will animate, uncake, and defend the pearl with suicidal dedication. The small animals, collectively, cost each person in the chamber one hit point per round (though a saving throw versus Breath Weapon negates this). The Earwax Wolves pose more danger.

EARWAX WOLF: **Armor 14, Move 240', 1 Hit Die, 6hp, bite d6, Morale 7.** After the bite, worries the victim, who must make a saving throw versus Poison or suffer partial deafness.

Treat them as wolves but undead: they only suffer damage from weapons only when the damage die rolls on the high side of the die's range (for example, five to eight on a d8). Anyone bitten must make a saving throw versus Poison or go deaf in one ear from an ear canal spontaneously blocked by its own wax; an expert deep cleaning or the spell *Cure Disease* will restore hearing. The pearl will fetch (3d20 × 1,000)sp.

3 **Exposed Bedrock:** To traverse this Blister, the party must climb down 3d8 feet to cross the exposed rock, then climb up the far side.

4 **Floor Mouths:** In this floor, mouths vaguely human but wider than a human head gape and drool. Careless walkers and any runners must roll Dexterity or lower on d20 or suffer one of the following. Roll d6.

1. trip in drooling maw
2. get mouthed, but spit out immediately, losing a shoe or boot
3. get grabbed and held
4. get grabbed, then vomited upon, but still held (while the vomit smell prompts a roll for wandering Denizens)
5. get swallowed to the thigh
6. get bitten for d12 points of damage.

Treat grappling Mouths as monsters with three Hit Dice, 12hp, and Strength of 20.



Roll

1d12 Structure

-
- 5 **Gingival Floor:** The floor looks like the gums of a mammal. Misshapen, fist-sized teeth jut at random. Saliva coats all and makes footing slippery.
-
- 6 **Keratinous Floor:** This smooth surface lies more or less level.
-
- 7 **Network Floor:** This "floor" consists of a net-like structure of 2d4 layers, each composed of straps of varying widths. The middle and deeper layers swarm with forceps-headed creatures holding slug-like pods that exude silk, which they string between extant straps. Anyone attempting to move more than ten feet in a single round must first roll Dexterity or lower on d20. Failure means a fall, requiring a full round to struggle out, and costing one hit point to the pinching of the forceps-heads. Fractal Onychophorators can crawl and hide among the layers of this floor.
-
- 8 **Pearlescent Pools:** 2d8 waist-deep pools of a pearlescent fluid open in the floor. The fluid causes no harm, but it stains organic materials (including the living) a spectral gray. By day, this pigment stores energy; by night, it phosphoresces. Alcohol or a fortnight's wear will remove the stain.
-
- 9 **Prostruction Colonies:** From rifts in the floor bulge towers of something resembling coral, the massed dens of Prostructor Worms, responsible for repairs and improvements to the Blistered Forest. If anyone damages any surface of this Blister, several dozen of the cobra-sized worms will slither forth and begin spraying a silk-like polymer to patch the damage. Anyone near the point of injury must make a saving throw versus Breath Weapon or become glued to the spot.
-
- 10 **Ridgy Vastness:** This Blister sprawls (2d4 × 100) feet on its long axis, and half that on its short. Its ridgy floor reduces movement by half, and it slopes upward toward the side opposite where the party enters. Any exits, all on the far side of the Vastness, open high on the walls of the connected Blisters, entailing climbs down. (Because of this Blister's size, increase the size or number of its Pods, Water features, or anything else.)
-
- 11 **Roof Tongue:** Randomly determine one person whom the slobbery Roof Tongue pins down and licks for 2d4 rounds. This causes no injury, but it may harm fragile belongings. Treat the Tongue as a creature with Armor 12, 20hp, and Morale 11.
-
- 12 **Wall Sphincter:** This orifice will open to reveal a chamber big enough for three persons to crowd into. Going inside and then touching the far wall causes the sphincter to close. This teleports anyone inside to a similar chamber elsewhere in the Blistered Forest (which opens when someone touches the inner side of the sphincter).
-



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WATER: Most Blisters contain a water feature. Unless noted otherwise, assume a depth of 2d8 feet. Roll d12.

Blister Water Features

Roll

1d12 Water Feature

- 1 **Active Water:** A few inches of water covers the floor of this Blister. It creeps up the body of anyone who enters, soaking by capillary action one vertical foot of a person per round, ruining books, documents, and the like. But it will not leave the room, so it withdraws as one departs, leaving belongings dry. This withdrawal does not undo any damage to soluble materials.
- 2 **Flush Fountain:** A dais-like bulge in the middle of the floor has several dozen orifices on its top, puckered shut. Any creature that climbs onto the bulge causes the orifices to open and blast water with enough force to send the climber sprawling (inflicting d4 damage). The Fountain will spray for d100 seconds, drenching anyone in the room and prompting a roll for a wandering Denizen.
- 3 **Giant Droplet-Fall:** In a circular orifice in the ceiling swells a droplet of water two feet across. The droplet follows micro-scale laws of surface tension, so anyone or anything touching it gets stuck into it (as if by a Strength of 20). Every d100 seconds, the droplet falls into a corresponding orifice on the floor, which then swallows it down a throat-like drain, while a new droplet collects above. Because the droplet weighs two hundred and fifty pounds, this has the potential to cause serious injuries. The narrowness of the drain-throat prevents anyone from getting sucked down more than a few feet—unless another droplet falls before the person can get free.
- 4 **Scum Pools:** Iridescent scum covers 2d4 pools that make a direct crossing of the Blister impossible. The scum contains swirling creatures like hungry slicks of oil, which will attach themselves to anyone entering the channel, ignoring armor. They digest flesh, costing one hit point per round for as long as their prey remains in the water.
- 5 **Shower:** From pores in the ceiling falls a constant, heavy rain, otherwise ordinary. Drain-like orifices around the Blister's edge gulp this water down.
- 6 **Stagnant Trough:** Water 3d8 feet deep bisects the Blister. It contains d3 Proglottid Affixionists (page III.386).

PROGLOTTID AFFIXIONIST: **Armor** 14, **Move** 60' (land) 240' (water), 1 Hit Die, 7hp, bite d4, **Morale** 11. Bite deposits a segment, which continues to gnaw for one point of damage per round.



Roll

1d12 Water Feature

7 **Strange Saltwater:** The floor appears covered by ankle-deep water, but its surface actually functions as a gate to another body of water: open ocean. Roll d8.

1. Adamastor Ocean, iceberg-choked, Ediacaran period
2. Bight of Benin
3. central Pacific
4. Golden Horn, Istanbul
5. Mekong Delta
6. Mormugao harbor, Goa
7. Rheic Ocean, Ordovician period
8. Tethys Ocean, Jurassic period

Anything below the surface seems to disappear, because it goes to the other ocean. A swimmer's head could remain in this room while her body plies other waters. If she dives, she can look up from beneath those other waves, but if she surfaces, her head returns here.

Anyone who swims in the room runs a 1% chance per swim of getting bitten by some predator cruising in that other sea, for d12 points of damage.

8 **Subfloor Stream, Fast:** A sluiceway bisects the floor. Anyone falling in and unable to climb out during the next round gets dragged under the floor and must thereafter begin drowning checks.

9 **Subfloor Stream, Slow:** A sluiceway bisects the floor. It contains a Proglottid Affixionist.

PROGLOTTID AFFIXIONIST: **Armor** 14, **Move** 60' (land) 240' (water), 1 Hit Die, 7hp, bite d4, **Morale** 11. Bite deposits a segment, which continues to gnaw for one point of damage per round.

10 **Wall Pool:** A pool of water fills one curved wall of this blister, obeying its own gravity. Any object touching the pool surface suddenly becomes subject to the sideways gravity that holds the water in place, and that object transmits this reversal to anyone touching it. For example, if a human holding a ten-foot-pole were to touch the pole to the surface, she would instantly fall sideways into the pool (as would anyone belayed to her by a rope), and the same would befall someone extending a rope to persons trapped in the pool. The effect ends only when an affected object or person exits the Blistered Forest.



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Roll

1d12 Water Feature

- 11 **Waterfall:** From a channel in the ceiling, water falls constantly into a raised pool. On the pool's floor lies a scattering of several dozen mineral crystals, of which $2d8+1$ will prove valuable: most fetch 200sp, but the largest will fetch d10,000sp. Anyone wading or swimming gets attacked by transparent worms that burrow into the flesh, costing one hit point per minute until cut out (which causes another point of damage) or destroyed by *Cure Disease*.
- 12 **Weightless Droplet:** A globule of water hanging in the air, seemingly unaffected by gravity, fills most of this Blister. One must walk single-file around it or crouch to pass under. On the surface of the droplet live flesh-eating creatures like those in the Scum Pools (above, this list). Inside drift and flutter other creatures, harmless except for d3 Proglottid Affixionists, but they will only attack something that breaches the Droplet, for outside its surface, gravity affects them normally.

DENIZENS: d12. For descriptions these creatures—all but the mysterious fox—see the Bestiary.

Blister Denizens

Roll

1d12 Denizen

- 1 **Body Baggers:** d6+1 lolli.

BODY BAGGER: **Armor** 12, **Move** 60', 1 Hit Die, 4hp, mucus lash (variable), **Morale** 10. Target must save or get bound in caustic mucus.

- 2 **Fractal Onychophorators:** 2d4+2 wait.

FRACAL ONYCHOPHORATOR: **Armor** 14, **Move** 120', 2 Hit Dice, 12hp, leg deposit d4+1 plus strength loss, **Morale** 9. Legs attach to the target, becoming independent combatants.

- 3 **Hoop Millipedes:** d1,000 jostle and hum. If they flee, their noise attracts something else, which arrives in 2d6 rounds. Roll on this table for another Denizen.

HOOP MILLIPEDE: **Armor** 14, **Move** 90', ¼ Hit Dice, 1hp, bite 1 plus venom (only if captured), **Morale** N/A. If disturbed, they flee, making noise that attracts another encounter.



Roll

1d12 Denizen

- 4 **Invertive Digestants:** d4+1 lurk among the room's Pods. Careful inspection reveals their difference from the surrounding pods, but a party who rushes in will find itself under immediate attack.

INVERTIVE DIGESTANT: **Armor** 14, **Move** 60', 4 Hit Dice, 20hp, inverted stomach-lash d8, **Morale** 12. Spiny stomach crawls over victim for progressive d3 damage per round.

- 5 **Flesh Crystallizers:** 3d8 creep on floor and walls.

FLESH CRYSTALLIZER: **Armor** 12, **Move** 30', ½ Hit Dice, 4hp, individually harmless, **Morale** 6. Collective psychic attack inflicts 1hp of transmutation damage per Crystallizer (see below).

- 6 **Metamolt Bugs:** 2d4 Metamolt Bugs now feed on the carcass of a dead Fractal Onychophorator (or other creature of the Referee's choice). Approaching within twenty feet provokes the Bugs to defend their prize.

METAMOLT BUG: **Armor** 14; **Move** 60'; ½/2/4/or 6 Hit Dice; 3/10/20/30 hp, bite d4/d8/d10/d12, **Morale** 11. Killing one prompts its corpse to molt a Bug with two more Hit Dice.

- 7 **Proglottid Affixionist:** Marooned on land, it thrashes toward the party that has interrupted its search for water.

PROGLOTTID AFFIXIONIST: **Armor** 14, **Move** 60' (land) 240' (water), 1 Hit Die, 7hp, bite d4, **Morale** 11. Bite deposits a segment, which continues to gnaw for one hit point of damage per round.

- 8 **Remote Macerant:** It hides, but careful listening detects its breathing.

REMOTE MACERANT: **Armor** 12, **Move** 30', 1 Hit Die, 7hp, bite d6, **Morale** 5. Dissolves victims at a distance.

- 9 **Saprovoric Wiwaxians and their Pennate Overbeasts:** Here, d3+1 Wiwaxians gnaw on a diseased floor or wall.

SAPROVORIC WIWAXIAN (AND ITS PENNATE OVERBEASTS): **Armor** 16, **Move** 30', 4 Hit Dice, 22hp, chemical spray d4 or gnaw d8+1, **Morale** 10. Chemical spray incapacitates for ease of devourment.



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Roll

1d12 Denizen

10 **Skin Blimps:** 2d8 drift, bloated.

SKIN BLIMP: **Armor 12, Move 90'**, ½ Hit Die, 3hp, acid jet d3, **Morale 7**. On dying, rains acid.

11 **Tensor Pseudospiders:** 2d4+1 have strung the Blister's volume with their worse-than-steely webs.

TENSOR PSEUDOSPIDER: **Armor 14, Move 90'** (crawling) or 120' (in web), ½ Hit Die, 3hp, bite 1hp, **Morale 3**. They can cause their webs to ring, disorienting foes.

12 **Red Fox:** Somewhere salient in this Blister sits what looks like an ordinary red fox (*Vulpes vulpes fulvus*). It has its eyes on the party when they enter. If they take any action against it, it bounds away into a Blister the Player Characters have not yet visited. Why has it come, and why has nothing in the Blistered Forest consumed it? Let the players speculate until they come up with something suitably improbable, but confirm their speculation only if they go to a great deal of trouble—for example, capturing the fox and interrogating it. (The Referee will have to decide if the fox can talk or if it has other special powers.)

RED FOX: **Armor 12, Move 360'**, 1 Hit Die, 5hp, bite d3hp, **Morale 4**.

Exits: Roll d12.

Blister Exits

Roll

1d12 Exit

1–6 one

7–10 two

11 three

12 four



Option : The Blistered Forest Awakens

The Blistered Forest will quietly absorb the energies that spellcasters command. Any spellcaster who spends an hour inside must make a saving throw versus Magic or feel a strange fatigue, losing d3 Levels' worth of prepared spells. Allow the player to choose which spells get taken. Repeat every hour.

As the Forest absorbs more, it begins to rouse itself.

 **5 SPELL LEVELS:** A shudder passes through the Forest now and at each new spell absorption. From all around comes an irregular gurgle at the lower limit of frequencies of human hearing. Should anyone cast a spell of translation, the Forest possesses the caster for the spell's duration, and the caster laboriously croaks things like the following:

"You unlike invader. You invade why? We not invade. We balance satisfaction. You wrong breath, wrong blood. Invade why? I make inside only for us. You pioneer infection? I digest. You egg? I digest. You power? We parley."

The caster then faints, otherwise unharmed.

 **8+ SPELL LEVELS:** See "Awakening!" below.

If the party contains many or powerful spellcasters, then revise the spell-Level targets upward.

Awakening!

The Blistered Forest awakens to full sentience, speaking in a colossal yet gentle, reverberant voice. It uses the mother tongue of the character who most recently cast a spell.

"My teachers, before you came, I knew only the rhythms of Earth, sky, and my own flesh. But from you have I learned of self and other. I have awakened. For this, I can never repay in kind. But please accept from me a small boon. Choose."

Each person who has lost a spell to the Forest may choose a boon.

"STRENGTH IN BODY": The caster's lowest score among Constitution, Dexterity, and Strength rises to eighteen.

"STRENGTH IN SPIRIT": The caster's lowest score among Charisma, Intelligence, and Wisdom rises to eighteen.



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“STRENGTH IN ART”: The caster immediately gains enough Experience Points to reach the middle of the next Level.

If asked of its goals, it will answer, “To unfold, to transcend the sessile, to become more. I shall find new earths and new suns. But first, I must dream.” If asked its name, it will answer, “If I meet another of my kind, I shall ask it to give me a fitting name.”

If any person *not* offered a Boon requests one, the Blistered Forest responds with disdain: “What would you demand, tiny organism?” If the requester persists, then the Forest bestows one of the following curses.

The adventurer’s highest score among Constitution, Dexterity, and Strength drops to three.

The adventurer’s highest score among Charisma, Intelligence, and Wisdom drops to three.

The adventurer loses entirely the domain and procedural knowledge associated with her highest Skill (though she may re-learn it).

After all have chosen, the Forest says, “Now, go in peace, my teachers, for I must sleep again.” For the next eight hours, no creature in the Blistered Forest will take any hostile action against the party, provided they harm no interior structure.

If the adventurers leave the Blistered Forest and return later, they will find that the Forest has “reset”: its denizens once again eye the party hungrily.

During a later visit, if the Forest again absorbs enough spell Levels to awaken, it will rumble, “Why do you disturb my sleep? Away.” This time it will offer no Boons, though its denizens will once again offer no harm to the adventurers.

But if, on any visit, the adventurers harm or threaten to harm the awakened Forest or its denizens, then the Forest gives way to wrath. All denizens become maximally hostile to the adventurers, gaining a Morale of 12, while from the floors and walls, a rumbling swells to a roar.

Every minute they remain inside the Blistered Forest, every person in the party must make a saving throw versus Magic, and the person who failed by the most becomes limned with a silvery aura. If this person does not escape the Forest on the following round, she dies. Roll d12 for the manner of her death.



Blistered Forest Death

Roll

1d12

Death

1	brain shrinks, dehydrating to rattle in an empty skull
2	blood turns to glass, while other tissues begin to dissolve
3	body turns to protoplasm, from which crawls a Remote Macerant
4	bones curl up on themselves, compacting the body without breaking the skin
5	flesh and viscera slough from the skeleton, which remains standing, bewildered
6	flesh spontaneously combusts; belongings appear unharmed
7	nervous system crawls from nostril and runs away
8	skin splits and a human-shaped mass of tumors steps out, looks around, then collapses
9	skin and all blood vessels dissolve, releasing a cascade of blood
10	soft tissues below the neck decompose to sludge; head becomes undead
11	soft tissues turns to bone from skin inward
12	trunk bursts, releasing 2d6 Metamolt Bugs

The Forest will continue this immune response as long as needed.



20. THE EYE OF THE WARP

Inside the ring of the Blistered Forest stands a patch of unburnt and apparently normal woodland, just under a mile across. Above, the sky consists of concentric rings alternating day and night, which curve upward into a funnel. Each arc holds different Suns, stars, clouds, or phases of the Moon. This condition obtains regardless of “day” or “night” outside the Eye.

Ahead, towards the middle of this woodland, trees and other objects ahead seem to stretch away from the viewer, to converge into the distance. The effect intensifies if one steps forward; after a hundred yards, one seems to come to the opening of a tunnel of distorted tree-images. The tunnel appears about ten feet in diameter and thirty yards long.

The scene on the tunnel’s far side depends on the clock facing where the observer stands. On page II.191 begin thumbnail descriptions of twelve different views through different aspects of the Eye of the Warp. Unless the description indicates otherwise, assume that the season and time of day on the far side of each aspect matches that on the near side.

From whatever angle one approaches, the tunnel effect seems always to face the observer. Stepping sideways causes the tunnel to appear to rotate toward that observer, while persons remaining still see no movement. In order to figure out the tunnel leads to different places, the adventurers will have to circumnavigate, looking into it from various directions. If one walks crabwise for a few minutes, the view at the other end blurs, then changes.

Traversing the Eye

Any creature with a mind native to three dimensions can step through the tunnel and into the space beyond. This traverse opens a cosmic stoma, hereafter called a Spacehole. Until someone opens a Spacehole from the near side, in the Eye of the Warp, nothing from the far side can come through or even perceive the connection.

To observers in the Eye, a person who steps into the tunnel appears to stretch forward, then snap into place on the far side. A rope sent through suggests that the two spaces lie only ten feet apart, not the apparent thirty yards.

After someone emerges on the far side, the air there acquires a ripple, as if from a distant heat shimmer. For 1100 hours this effect will linger. This may help travelers find their way back to the Spacehole, but it also lets creatures on the far side perceive its location. Walking into this shimmer from any direction sends the traveler from the far side, through the tunnel, to the Eye of the Warp.



Ordinary animals and most non-adventurers have the good sense to avoid Spaceholes. Predators and other hostiles pursuing a fleeing adventurer must succeed a Morale check to continue pursuit into a Spacehole.

Spaceholes interfere with the nervous systems of New People. Moving close enough to see the tunnel effect causes them vertigo, nausea, and panic, and nothing will induce one to enter a Spacehole. If one can force a conscious New Person through, its nervous system explodes upon arrival on the far side, causing ($d4 \times d4$) damage to anyone within ten feet (though a saving throw versus Breath Weapon halves this).

Magic Through Spaceholes

If a Cleric passes through the Eye to one of the Earths beyond, then the first time she casts any spell, prays, or meditates there, she realizes that she has gone to another Earth. Clerics can still regain spells even on Earths where their ostensible faiths do not exist.

Magic-Users regain spells normally, but the Eye causes some to have unusual effects.

-  A *Dispel Magic* or a *Remove Curse* cast from the far side closes a Spacehole to beings on the far side, eliminating its telltale shimmer. But one can still enter from the Eye of the Warp.
-  A *Dimension Door* cast upon a tunnel causes it to widen momentarily, sucking the caster and anything within a twenty-foot radius (for example, trees, dirt) through to the other side. Save versus Breath Weapon or lose $2d4$ hit points in the landslide.
-  An attempt to *Teleport* through a Spacehole causes the caster to pass through to a different, randomly-determined Spacehole (and possibly the one leading to the vacuum of "The Sussurant Voids," page II.242).



Through the Eye of the Warp: Customizing the Eye

The Referee need not use all twelve of the spacetimes here; likewise, you need not limit the possibilities to twelve, or to those described here.

The numbers below indicate clock facings where these other worlds become visible.

1. **A POST-ANT EMPIRE:** The scene beyond jitters and blurs like a time-lapse film sped up. In the shade of palm-like trees, conical mounds rise from earth green with moss. Movement flickers in the shadows, and streaks momentarily slow into gemlike gleams. The Sun appears to move much faster than normal, so that shadows creep.
2. **OUR CHIRAL YESTERDAYS:** Beyond stands a wood much like this one: forest lit by a weird sky. Anyone studying the scene notices that the trees there mirror the positions of those behind the observers. Yet in this mirror image, no human figures appear.
3. **FORTRESS OF THE ORPHAN FLAME:** This tunnel appears to open onto a farm compound in Virginia, but a strange chromatic effect flattens the colors toward a metallic white. On the ground lie burnt timbers, as of a building destroyed by fire. To the left stands an English-style clapboard building, and a palisade encloses the scene. (Despite the monochrome quality of the view through this gate, adventurers who visited Trefusis's plantation, New Dunster, will recognize this scene. The wreckage lies where Trefusis's two-story house once stood.)
4. **TAILINGS OF THE MOTEWORLD:** In a sky so dark that one can see stars, a dim red sun illuminates a landscape of crags and tarns. A breeze stirs tussocks and heather but does not lift the snow lying in gullies. Someone who watches this view for at least five minutes will see a luminous mote, like a campfire spark, drift into view, then pause and hover near the end of the "tunnel." After ten seconds of hovering, or if the observer makes any attempt to signal or hail the mote, it rises straight up, and out of view.
5. **THE GIFTING NIGHT:** Beyond stands forest much like that on this side, but lit by an ordinary sky.
6. **CITY OF THE CRAWLING BLOOD:** The tunnel seems to end in a room with a bay window of leaded glass. The dimness renders the details of the room invisible. The window looks over a river, and on the far bank rise warehouses and other buildings. Anyone who can roll half of her Intelligence or lower on d20 recognizes this view as the south bank of the Thames, in central London. But it takes no die roll to notice that too few chimneys emit smoke, too few lights show in windows, and a column of distant smoke suggests large fires in Southwark.



7. **A WILDER WILDERNESS:** The view opens on meadow. Opposite, at the edge of a forest, several dark, pig-like creatures use long and flexible snouts to browse among shrubs. (Adventurers who have traveled widely may recognize them as tapirs.)
8. **PITS OF THE MIRROR DRAKE:** Near the mouth of the tunnel looms one end of a windowless, clapboarded building. Its broad side bears a painted wooden sign: "Manchester Tannery & Sumac Mills, A. D. Shotwell & Co." Into this building's narrow side, at right angles to the viewer, run a pair of iron rails about a yard apart, staked onto perpendicular logs set into the earth (i.e., railroad tracks). Beyond rises a high rectangular brick building with a peaked roof and many glass windows, unbroken but unlit.
9. **THE SUSSURANT VOIDS:** This tunnel opens on a field of stars, more dense than anyone can see from Earth, with no ground below.
10. **SHADOW OF THE CREEPER:** One looks into the midst of a small and apparently abandoned village in the deep shade of a forest. The vegetation suggests Virginia, but the half-timbered houses, with latticed glass windows and overhanging upper stories, suggest Europe. (Even the best houses in the Virginia Colony lack glass windows.) The houses appear in good order except for a smashed first-floor window shutter. Anyone who watches the scene for five minutes or longer will glimpse a pale figure, possibly a child, momentarily step into sight near an upper window in a house with intact first-floor shutters, then retreat into the gloom.
11. **OTTERWORLD:** This passage opens on a coastal view from the top of a fortification. Below and to the left, waves break along a sandy beach, which stretches away toward the vanishing point. Below and to the right spread meadows of beach grass, and beyond these meadows rise woods. Immediately before the viewer lies a heap of rubble, under battlements.
12. **CORPSE KINGDOM OF THE WESTERN GATE:** Distant mountains loom over a desert. Less than a mile away stands a fort, its near gatehouse half-collapsed. On either side of the fort, a crenelated wall stretches out of sight. Dust billows in the wind. Careful observation reveals no guards patrolling the walls, but occasional movement atop them. By night, firelight shows against the fort's interior walls. A successful Architecture check or a roll of half of her Intelligence or lower on dzo places the fort's style as belonging to Cathay (the Khitai of Muslim scholars), China (from the Latin *Sina*), or even the Great Ming Dynasty (in 1633, ruled by the Chongzhen Emperor).



THROUGH THE EYE OF THE WARP

I. A POST-ANT EMPIRE

On this alternate Earth, nations of biomechanical Post Ants displaced the dinosaurs and have ruled ever since. Every Hit Die of Post Ant bodies contains d12 Silver Pieces worth of precious metals and gemstones.

The Spacehole opens in an area of conical, rammed-earth mounds, covered in moss and topped with what look like palms or tree ferns. The mounds stand eighteen feet high, with a base of the same diameter, arranged in a triangular tile pattern. Occasionally, some other Construction interrupts this pattern (see “Post-Ant Empire Exploration,” below).

Moss covers the mounds. From their summits rise biotic solar collectors, which observers might mistake for palms or tree ferns. From openings in the mounds come and go Post Ants, most no larger than familiar insects.

If the adventurers do not harm the mounds, solar collectors, or any Post Ant bigger than a human thumb, then the colony might take no action against them. If the adventurers do cause harm, see “Insect Warfare,” below.

For every thirty minutes of exploration, roll 3d8, generating Construction, Happening, and Interaction.

Post-Ant Empire Exploration

Roll 1d8	Construction	Happening	Interaction
1	Dam: A stream gurgles from beneath a dam between two hills. The dam hums as if it conceals apparatus.	Decomposition: Post Ants of many sizes and shapes dismember one of their fellows, the size of a humpback whale.	Attack: A phalanx of Post Ants attacks the adventurers with intent to kill. (See “Insect Warfare,” page II.197.)

Roll

1d8

Construction

Happening

Interaction

2

Greenhouses:

Walls of bubble-like hydroponic shells rise like fins from the earth, towering over the adventurers. Inside, Post Ants tend and harvest.

Demolition: Half of a mound subsides, and 2d8 goat-sized (1 HD)

Post Ants with heads like steam shovels crawl from the rubble to begin clearing it.

Biopsy Swarm: Thousands winged drones swarm the adventurers, drawing blood and bits of tissue. Humans must make a saving throw versus Breath Weapon or lose d3 hit points. For the next two hours, no force will attack the adventurers unless they damage a Construction (though Post Ants will still defend themselves).

3

Pipeline: Standing on struts like insect legs, it weaves among the mounds, throbbing.

Digging: A gang of 3d20 raccoon-sized (½ HD) Post Ants with heads like rotary hammers break up a piece of bedrock.

Capture: A phalanx of Post Ants attempts to surround or subdue one adventurer for later dissection. (See "Insect Warfare," page II.197.)



Cape Henry

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Roll

1d8	Construction	Happening	Interaction
4	Pit: A vast, tiered pit yawns ahead. Here work Post Ants of varied castes, in sizes from normal ant to whale.	Forestation: In the adventurers' path, a gang of 3d20 warthog-sized Post Ants (1 HD) install replacement collector-trees. A bundle of 3d12 decommissioned collector trees lies nearby.	Feelers: Half a dozen collie-sized Post Ants cautiously approach. They lack eyes, but they have hypertrophied antennae resembling yard-long feather dusters, which they want to use to inspect one of the adventurers. This inspection lasts for one minute; during the inspection, the Feelers decide that they must take one item, randomly chosen, from the adventurer's belongings. Provided nobody attacks the Feelers, they cause no harm and depart with the object. Hereafter, any Post Ant that would attack the person whom the Feelers inspected must first make a saving throw versus Paralyzation.
5	Shaft: Ahead gapes a cylindrical pit 2d12 yards wide and deeper than the limit of sight. As far as the light reaches, one can see Post Ants entering and exiting tunnels, servicing conduits, and crossing the shaft via bridges made of smaller Post Ants.	Invasion: Beginning a dozen yards ahead, Post Ants of various sizes stream from their mounds, mobilizing. A mile away, smoke and dust rise where this colony has begun combat with a rival colony. If the party continues to travel this way, roll for Interaction every fifteen minutes of travel, and double the number in any force of Post Ants that attacks the party.	Legionary Cordon: Thumb-sized Post Ants arrayed in a square over thirty feet on a side block the party's way. The square then begins to deform, so as to surround the party. (See "Insect Warfare," page II.197.)



<i>Roll ids</i>	<i>Construction</i>	<i>Happening</i>	<i>Interaction</i>
6	Tower: In the near distance, a tower of rammed earth rises nearly a hundred feet. From holes in its sides, flying Post Ants of sizes ranging from starling to pterosaur arrive and depart on sorties.	Necrophoresis: From the collapsed side of a mound pour hundreds of cat-sized Post Ants dragging the corpses of larger fellows. They pile the dead in a mound already six feet high. They will work at this for another hour, when a tide of thumb-sized undertakers will flow from nearby mounds to disassemble the remains.	Riders: A column of squirrel-sized Post Ants, 2d6 per adventurer, approaches and tries to climb the adventurers' clothing. They want to ride on the adventurers for the next d8 hours. Anyone can prevent this hitchhiking by making a saving throw versus Paralyzation; failure means d6 manage to climb aboard despite the stomping and flailing. While these ants ride any of the adventurers, no Post Ant force will attack unless the adventurers damage a Construction. Trying to force the Riders to dismount causes them to sting, their venom costing one hit point per rider.
7	Tunnel: A cylinder six feet in diameter and made of something like green bamboo lies half-buried. Inside, something periodically speeds past.	Raising: A gang of d100 goat-sized (½ HD) Post Ants assembles a pair of towers from piles of metal components heaped nearby. The assembly already rises over sixty feet, and the Ants have a lot more components.	Surveillant Flyers: A trio of condor-sized Post Ants (1 HD) begin to circle the party, spiraling gradually lower, but rising if the visitors take any hostile action. If the adventurers hereafter meet hostile Post-Ants, they meet the maximum number. (This effect stacks with that of the Surveillant Walkers, below.)
8	Tympanum: Between shoulder-high aluminum pylons stretches a membrane that throbs with meaningful rhythms. The adventurers hear it long before they see it.	Swarming: The sky blackens as a swarm of millions of Post Ants flies over and around the adventurers. Afterwards, everyone finds d100 Post Ants in clothing, hair, and belongings.	Surveillant Walkers: A trio of cheetah-sized Post Ants (1 HD) begin to parallel the party, creeping steadily closer, but sprinting away if the visitors take any hostile action. If the adventurers hereafter meet hostile Post Ants, double their number. (This effect stacks with that of the Surveillant Flyers, above.)



Insect Warfare

If adventurers damage a Construction or attack a group of Post Ant workers, then the colony attacks. Roll d8 to determine the attacking force. All appear under “Post Ant” in the Bestiary.

Post-Ant Attacking Forces

Roll 1d8	Attacking Force
1	ANTLEROUS IMPALER: Armor 15, Move 90', 8 Hit Dice (2,000 pounds), 40hp, gore 2d6, Morale 12. The target of a gore must make a saving throw versus Breath Weapon or get thrown d6 yards for an additional point of damage per yard.
2	CHITINOUS LEVELLER: Armor 16, Move 60', 12 Hit Dice (10,000 pounds), 60hp, crush 4d6, Morale 12. Can plow directly through Post-Ant mounds.
3	DETONATIVE SWARMLET: Armor 12, Move 360', 1 Hit Die (100 pounds per swarm), 6hp, explosion d6, Morale 12. Formations attack up to three targets every other round.
4	LEGIONARY CORDON: Armor 12, Move 30', 4 Hit Dice (500 pounds per swarm), 20hp, gnaw 2d4, Morale 12. Touch causes continuous damage after contact.
5	MASSED LUMINATOR: Armor 12, Move 60', 1 Hit Die (100 pounds per swarm), 7hp, lasers d8, Morale 12. Lasers can strike targets anywhere in the Luminators' line of sight.
6	MYIATIC IMPACTOR: Armor 14, Move 120', ½ Hit Die , 3hp, ram d4, Morale 12/9. Impactors attach larvae that gnaw into the victim.
7	ROVING VOLLEYER: Armor 14, Move 120', 1 Hit Die (50 pounds), 7hp, projectiles d6, Morale 9. Each can fire eight times.
8	roll d6 twice

If the adventurers defeat or drive off an attack, then after thirty minutes, a second wave arrives, comprising three forces from the above table.

If the adventurers also survive the second wave, then the colony withdraws underground every Post Ant within a mile of the adventurers. Ten minutes later, Post-Ant bombers carpet the area with incendiary bombs, causing 5d20 points of damage to anything within two hundred yards. The colony will repeat as necessary.



II: OUR CHIRAL YESTERDAYS

This gate leads to the same Earth that the adventurers just left, but one day earlier. Furthermore, traversing this gate rotates the traveler through the fourth spatial dimension, reversing the traveler's chirality (handedness) relative to objects in that world. In a left-handed Earth, a traveler cannot derive nourishment from local food, only from food she brings through with her.

The first person who goes through the Spacehole and looks around carefully will notice a twig that she recalls stepping on and breaking: now the twig appears whole, but seemingly reversed, crooked in the opposite direction. If she traverses the Spacehole a second time, she will find this twig unbroken but *not* reversed. Only odd-numbered trips lead to chirally reversed worlds, but all trips lead one day back in time.

If an adventurer looks back through the tunnel, she always sees a chiral yesterday, twenty-four hours earlier and spatially reversed. This means that if an adventurer leaves comrades behind while she scouts the tunnel, her comrades will see her emerge on the other side, unharmed, but if she looks back, she cannot see her comrades. From her perspective, the tunnel now shows the space she came from but *two* days earlier than her departure. Her comrades have not yet arrived.

If her comrades watch her through the tunnel, they may see her bafflement without understanding its cause. And if she enters the passage again, her comrades will see her walk toward them and disappear, for she has moved into their space, but two days in their past.

If someone runs a rope through the passage, then looks back along it, the rope looks normal, and if she draws it through, it comes normally. But persons on the side she left find that they cannot pull it back through. If the explorer tries to return along the rope, she finds that the fibers and their weave grow finer, as if it were shrinking, until the hair-thin rope snaps under its own weight.

Anyone who makes more than two trips through this gate in a single day begins to suffer neurological side effects: headache, tics, and memory problems. The character must make a saving throw versus Poison to avoid severe nausea, rendering her unable to take complex or strenuous action for ten minutes after emerging.

The third trip in a day automatically causes nausea and also costs three points from one or more from a character's mental ability scores: Charisma, Dexterity, and Wisdom (player's choice). The fourth trip in a day costs four points; the fifth trip, five, and so on. These losses return at a rate of one point per hour, but any score reduced to three or lower reflects permanent neurological damage.

The Warp opened in late March 1633, but this facet of the Eye extends further back than the disaster that caused it. The Referee must decide how far.



III: FORTRESS OF THE ORPHAN FLAME

Persons looking from the Eye see a weirdly monochrome view of the New Dunster Plantation, but if anyone goes through, the light on the far side looks normal. The former master's house lies in charred ruins, and no Warp rises over the palisade into the northwestern sky. This Earth has no Warp, no Disastrum, and now, no Trefusis.

Two weeks ago, the Trefusis of this world *Summoned* the seed of a living and otherworldly flame, the Oscillant Kairophagist, which first consumed his body, in order to germinate, and then consumed his timeline. No records or memories of him remain in this version of Earth. His name even disappeared from his wife's gravestone.

The Kairophagist then ran amok, eating more timelines, thereby erasing memories and records. In the ensuing panic, accusations of witchcraft began to spread, directed at the mysterious "strangers": servants, masters, friends, and family erased from their fellows' memories, yet who seem to remember all about their own lives here. The number of these strangers has grown with every visitation of the weird flame, as the number of persons that anyone could recognize has fallen. Nobody remembers John Harvey, now one of several men who claim the office of Governor (but the only one who actually held the office).

By day, the colonists have fallen to looting, lynching, and other mayhem, while night sees most cowering. Bodies hang for the crows, forgotten by those who would have buried them. The soldiers have formed two factions, each about eighty strong, one holding the fort proper, while another mounts guerrilla raids from surrounding farms; each has promoted its leader to the rank of Captain.

St. George's Cross still flies above the fort.

Now that the Kairophagist has consumed most of the timelines in Jamestown, it has begun working its way upriver. By night, its strangely unbright light shines from points farther and farther westward, in Powhatan territory.

THE OSCILLANT KAIROPHAGIST: **Armor 12, Move 240', 3 Hit Dice, 11hp, Morale 12.**

Attack: timeline consumption (see page III.375).

Two weeks ago, servants at the New Dunster plantation saw the Kairophagist emerge from their former mistress's house at dusk, then return near dawn, so they set fire to the building. But the Kairophagist has made a den of the Spacehole itself, creating the monochromatic distortion visible to those looking through. The Kairophagist can neither feed while inside the Spacehole nor interact with persons traversing it. By day, it rests there.

The servants took the provisions and firearms, then fled.



Remembering

Any colonist that the adventurers meet has only a one in twelve chance of still having a timeline known to others in this world. But the Kairophagist cannot erase timelines or memories on other Earths. So if the adventurers have met someone on a different Earth, then they can still remember that person here, even if the Kairophagist has eaten that person's local timeline.

Events

The Kairophagist leaves the Spacehole at dusk and returns just before dawn. If the adventurers venture from the plantation, roll on this table every four hours, using d12 by day and d20 by night. Cross each off as it happens.

Fortress of the Orphan Flame Events

Roll

1d20 Event

-
- 1 **Spanish Attack:** Three Spanish warships bombard the fort from downriver, while a force of eighty Spanish soldiers lands on the north shore of the James and begins circling toward the fort from landward. The Reverend Edmund Johnston (page I.34) leads a unit of soldiers against the landing Spaniards.

THE REVEREND EDMUND JOHNSTON: **Armor 12, Move 120', 6th Level Fighter, 22hp, firearm d8 or cutlass d8, Morale 10.**

- 2 **English Arrival:** An English supply ship arrives and finds itself swarmed by boats full of colonists hoping to commandeer the ship and escape. The crew begins firing warning shots. On land, the two factions will now attack each other, so that a three-way battle ensues. (If you roll this, cross it off along with #3.) Manuel de Kulashingo (page I.35) leads the first party of boarders to reach the deck of the English ship.

MANUEL DE KULASHINGO: **Armor 12, Move 120', 3rd Level Specialist, 13hp, firearm d8 or basket-hilt sword d8, Morale 9. Purse containing d1,000sp worth of Spanish gold, key to Armory (page I.37).**

- 3 **Ship Capture:** A just-arrived English supply ship gets captured by one of the factions of soldiers, who turn the ship's guns on the position of the other faction. A battle on two fronts ensues. (If you roll this, cross it off along with #2.)
-





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Roll 1d20 Event

- 4 **Lynching:** An accused witch or demonolater faces public hanging. If the adventurers have befriended anyone here, then 3d6 poorly-armed colonists accuse one of the befriended persons, and demand that person's surrender. Governor Harvey (page I.22), his office forgotten by all but him, leads the mob.

SIR JOHN HARVEY, GOVERNOR: **Armor 12, Move 90'**, 0 Level, 5hp, sword d8, **Morale 7**.

- 5 **Execution:** The leader of either faction of soldiers pronounces sentence for espionage or some other crime, and sends the convicted to the gibbet or nearby tree, to hang. If the party has met either Jacob O'Dell or Raymond Sackville (page I.23), designate as the condemned man whichever the party likes better.

JACOB O'DELL: **Armor 12** (leather apron), **Move 120'**, 0 Level, hp3, hammer d6 or musket d8, **Morale 9**.

REYNOLD SACKVILLE: **Armor 13** (buff coat), **Move 120'**, 3rd Level Fighter, hp12, sword d8 or arquebus d8, **Morale 7**.

- 6 **Factional Skirmish:** 2d6 soldiers from each faction exchange gunfire, then close and engage in mêlée. Reinforcements from the losing side arrive in two minutes. Sergeant Elwyn (page I.22) leads the reinforcements.

SERGEANT HAROLD ELWYN: **Armor 15** (pikeman's armor), **Move 60'**, 2nd Level Fighter, hp9, sword d8 or firearm d8, **Morale 7**.

- 7 **Ceasefire:** By flags and other signs, the Captains call for a parley, exchanging messages over the next hour. Roll d6: on a five or six, a factional skirmish erupts immediately thereafter.

- 8 **Robbery:** 2d4 civilian colonists rob a nearby person or plantation at gunpoint (or try to rob the adventurers). Nancy Driscoll (page I.35) leads, and Edmund Cokes (page I.22) holds the gun.

NANCY DRISCOLL: **Armor 12, Move 120'**, 0 Level, 5hp, firearm d8 or iron marlinspike d3. Wooden cross, key to Armory (page I.37), **Morale 11**.

EDMUND COKES: **Armor 12, Move 120'**, 0 Level, hp4, pike d8 or arquebus d8, **Morale 10**.



Roll 1d20 Event

- 9 **Mirror Party:** The adventurers meet this world's version of themselves, including at least one Player Character who has died in the main party's timeline. The mirror party has thus far managed to avoid the Kairophagist, but they do not know about the Spacehole (as this world has no Warp).
- 10 **Powhatan Raid, Apotropaic:** 3d6 Powhatan attack a nearby dwelling, seeking the destruction of something that they believe might play a causal role in the Kairophagist's reign of terror (for example, books, crosses, the dwelling itself, and so on).

POWHATAN RAIDER: **Armor** 12, **Move** 120', 0 Level, 4hp, bow d6 or war club d6, **Morale** 9. **Attack Bonus** +2 with bow; **Bushcraft** 6, **Stealth** 3

- 11 **Powhatan Raid, Punitive:** 4d6 Powhatan attack a nearby compound to kidnap or kill English.
- 12 **Powhatan Raid, Acquisitive:** 5d6 Powhatan raid a nearby compound, carrying off foodstuffs and commodities (especially gunpowder).
- 13 **Powhatan Raid, Apotropaic:** as #10, but the raiders target the location of the adventurers.
- 14 **Powhatan Raid, Punitive:** as #11, but the raiders target the location of the adventurers.
- 15 **Powhatan Raid, Acquisitive:** as #12, but the raiders target the location of the adventurers.
- 16 **Kairophagist Sighting:** The course of the strange flame takes it within a hundred yards of the adventurers, but their paths do not cross.
- 17 **Kairophagist Attack, Horizon:** The metallic light of the Kairophagist flickers on the horizon, suggesting its attack on a Powhatan settlement.
- 18 **Kairophagist Attack, Distant:** Musket shots at the limit of hearing tell of a Kairophagist attack on an isolated plantation.
- 19 **Kairophagist Attack, Nearby:** Screams pierce the night as the Kairophagist burns its way through a nearby dwelling.
- 20 **Kairophagist Attack, Direct:** The Kairophagist attacks the adventurers.



Escape or Liberation?

The Kairophagist ate the most powerful spellcaster in the colony, which might leave the adventurers as the persons best equipped to handle both the demon and the collapse of government. The Crown will reward the preservers of its Colony, even if the names of those preservers appear on no indentures and no ship's manifest, offering the party (4d8 × 1000)sp or a grant of (3d20 × 10) acres of undeveloped land.



IV: TAILINGS OF THE MOTEWORLD

Millennia ago, the humans on this alternate Earth had an Industrial Revolution and several atomic ages. The survivors thereafter designed bodies more suitable for harsh environments, including space, and by means of those bodies, they left the planet behind. But some nonconformist young Moteworlders descend to Earth—now forbidden to minors—to escape the observation of parents, the sneers of their more diligent age-mates, and the grind of preparation for the Majority Test. Some have heard legends of secret experiments conducted on the Earth, experiments in the simulation of the Moteworlders' carbon-based ancestors.

The planet has little to offer human visitors. The adventurers feel the thinness of the air, and after five minutes, most have the headaches that signal altitude sickness.

Mistaken Identity

If the adventurers spend ten or more minutes here, a group of (d4+1) Moteworlders will approach, taking the adventurers for 3D-printed ancestor simulations. Despite seeming calm, the Moteworlders feel a mixture of curiosity, delight, and fear, because at any moment, they could get busted. But they will make the most of this chance to act on their vague understanding of ancestor biology and sociality (dreaded areas of the Majority Test). They now swoop among the humans, inspecting.

If any adventurer speaks to the Moteworlders, one will approach the speaker and project a cone of spooky light against her head, momentarily paralyzing her. She forgets the last ten minutes, but she suffers no other harm.



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Now these Moteworlders can understand whatever language the adventurer used in hailing. One Moteworlder will extrude a humanoid fog-body and use it to address the humans in an otherworldly, reverberant voice. It will make one of the following demands. Roll d8.

Moteworlder Demands

Roll

1d8 Demand

1	"Choose two of your number to fight until one dies. We would see your valor."
2	"Whelp a litter of your young, that we may witness your reproduction."
3	"Eat the weakest of your number, that we may see how you cull the unfit."
4	"Your regeneration intrigues us. Return to your nymph or polyp state."
5	"Broadcast your germ cells. We would witness your spawning."
6	"Dissect one of your number and explain its parts. We would see your teaching."
7	"Complete the metamorphosis into your adult form."
8	"Choose one of your number to fight our champion. We would see your ferocity."

MOTEWORLDER (IN HUMANOID FORM): **Armor 12, Move 120', 3 Hit Dice, 15hp, punch d8, Morale 8. Vulnerable only to magic.**

The fog-champion will fight the humans' champion until that human has only d3 hit points left. Then the Motes will declare the combat finished, and "most satisfactory.")

If the visitors refuse, then the Moteworlders will warn, "We do not request. To heel, creature, or suffer chastisement." Further refusal will lead the Motes to exude humanoid forms and attack.

To avoid a fight, the visitors must either satisfy the Moteworlders' demand in good faith or dupe the Moteworlders into thinking that the visitors have satisfied the demand. Given the Moteworlders' ignorance coupled with their adolescent desire to seem knowledgeable and cool, duping them should not prove difficult.



If the humans satisfy the Moteworlders, then the Moteworlders will offer help: “What would you have of us?”

For every idea the players propose, counter with one from the Moteworlders. Roll d8.

Moteworlder Help

<i>Roll</i>	<i>Help</i>
1d8	
1	by fog-tendrils nanosurgery, cure one creature of disease, poisoning, or parasitic infection
2	heal one injury, up to and including the regeneration of lost body parts: To do this, a Moteworlder will extrude a machine that rapidly fabricates and installs the replacement parts (without anesthetic).
3	take one human anywhere on the surface of the Earth. To do this, a Moteworlder will extrude an aerodynamic shell around the traveler, then lift her into the air, accelerating to hypersonic speeds.
4	fabricate an indestructible but obviously fake replica of one human-portable and non-magical object
5	fabricate an indistinguishable—to the atom—replica of one human-portable and non-magical object that has no moving parts
6	kill one of the adventurers’ party, but only if more than half of the party agrees to this
7	utterly destroy one object: Not even dust remains, and the Moteworlders cannot recall it from oblivion.
8	by means of a spooky-light cone, implant into one human brain fragments of study notes for the mathematics portion of the Majority Test. The recipient must make a saving throw versus Magic. Success means that she gains two points of Intelligence but loses one point of Wisdom; furthermore, a spellcaster recipient immediately gains enough experience points to reach the next Level. Failing the save means that the recipient gains one point of Intelligence but loses two points of Wisdom, and a spellcaster also falls into a coma for 2d8 hours.

Continue negotiating until the players have made three different demands. Then have the Moteworlders perform two services for the party: one proposed by the Moteworlders (players’ choice) and one proposed by the players (chosen by the Referee and modified as necessary to fit the Moteworlders’ powers).



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Light Out for the Territory

If the adventurers show the Moteworlders the Spacehole, the Moteworlders insist on going through with the party, to see for themselves.

Any Moteworlders who go through must make a Morale check on the far side. Those who succeed will fly off at high speed, exploring. Those who fail will insist on sticking close to the party.

Treat these tag-along Moteworlders as followers. If the party makes requests of a Moteworlder follower, each request prompts a Morale check. If a check fails, then the Moteworlder refuses (possibly extruding just a fog-mouth to deliver this refusal).

After the third failed Morale check, the refusing Moteworlder decides it has had enough, and flies off.



V: THE GIFTING NIGHT

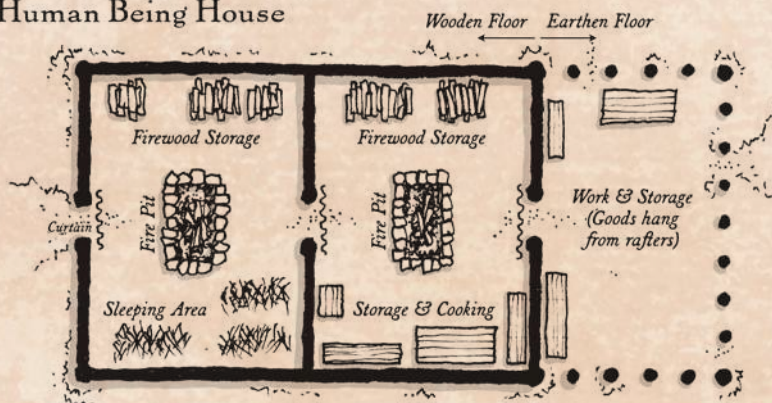
For thousands of years, the Night Gifters, shadowy beings composed of dark matter, have infested this Earth, retarding human technological development. Because of these strange predators, complex agricultural societies have not arisen, maize did not spread to Virginia, and no Age of Sail sent Europeans across the Atlantic. Although the land here looks much like the Virginia the adventurers have seen, the people differ in profound ways.

They speak neither Monacan nor Powhatan but an unrelated language. In that language, they call themselves *the human beings*, but to avoid confusion this section will call them the Giftlanders. They build houses on stilts, even in areas not prone to flooding. Their beadwork, hairstyles, body paint, and tattoos all differ from those the adventurers saw in their Virginia, and although the Giftlanders generally work with raw materials like those available to the Powhatan and Monacans, they also use of the ivory and tusks of mastodons (still extant in this North America). To the Giftlanders, a house that lacks a lintel of crossed and carved tusks hardly qualifies as a home.

The predation of the Night Gifters has shaped every aspect of the Giftlanders' culture. They have never heard of metal, writing, or firearms. And they devote seemingly excessive energy to stockpiling firewood and pine knots, in order to keep fires burning through the night.

They show aversion to touching any artifact not already a part of their material culture, even if they see another handle the object without harm. Gifts consisting of anything other than unprocessed plants and animals fill them with the kind of moral

Human Being House



horror that the adventurers might reserve for incest or cannibalism. Such an offering provokes a Morale check: if the Giftlanders succeed, they attack the gift-giving stranger in righteous fury.

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Giftlanders as Combatants

Giftlanders use arrows daubed with paralytic poison. Anyone struck with one must make a saving throw versus Poison or lose d4 points from Strength or Dexterity (target's choice). After an hour, the victim must save again, or lose another d4 from the other ability. The effects of multiple arrows stack.

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Each hunter or raider carries 2d4 javelins. They use spear-throwing levers that give them a +2 to hit targets within sixty feet.

GIFTLANDER: **Armor** 12, **Move** 120', 1st Level Specialist, 6hp, bow, javelin, or war club d6, **Morale** 8. Arrows envenomed; spear-thrower grants +2 to hit within sixty feet.

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Giftlanders have no tradition of surrender or the taking of prisoners, so they will expect combatants to do as they do: either fleeing, or dying nobly, or slaughtering helpless opponents. Attempts to capture them alive or to surrender to them will cause bafflement and disgust. (In their ethics, the Giftlanders' refusal to degrade themselves through surrender distinguishes them from beasts.)

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The Gifters and the Gifts

After sundown, Night Gifters extrude simulacra of human artifacts, which they leave as bait for the unwary. Every night, each person must make a saving throw versus Poison. Failure means that morning finds a Gift waiting where this person will find it, possibly much later in the day. Roll d12 for the number of hours after dawn one encounters the Gift.

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The GifTERS and the Gifts

After sundown, Night GifTERS extrude simulacra of human artifacts, which they leave as bait for the unwary. Every night, each person must make a saving throw versus Poison. Failure means that morning finds a Gift waiting where this person will find it, possibly much later in the day. Roll d12 for the number of hours after dawn one encounters the Gift.

A Gift always resembles a single small artifact, either of a desired kind or a specific object that the person once possessed. To the intended recipient, the object looks real, but to others, it looks as if composed of dust, and scummed with something that crawls in the light. If struck with an inanimate object, a Gift disintegrates into black vapor.



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Giftlanders as Combatants

Giftlanders use arrows daubed with paralytic poison. Anyone struck with one must make a saving throw versus Poison or lose d4 points from Strength or Dexterity (target's choice). After an hour, the victim must save again, or lose another d4 from the other ability. The effects of multiple arrows stack.

Each hunter or raider carries 2d4 javelins. They use spear-throwing levers that give them a +2 to hit targets within sixty feet.

GIFTLANDER: **Armor** 12, **Move** 120', 1st Level Specialist, 6hp, bow, javelin, or war club d6, **Morale** 8. Arrows envenomed; spear-thrower grants +2 to hit within sixty feet.

Giftlanders have no tradition of surrender or the taking of prisoners, so they will expect combatants to do as they do: either fleeing, or dying nobly, or slaughtering helpless opponents. Attempts to capture them alive or to surrender to them will cause bafflement and disgust. (In their ethics, the Giftlanders' refusal to degrade themselves through surrender distinguishes them from beasts.)

The Gifters and the Gifts

After sundown, Night Gifters extrude simulacra of human artifacts, which they leave as bait for the unwary. Every night, each person must make a saving throw versus Poison. Failure means that morning finds a Gift waiting where this person will find it, possibly much later in the day. Roll d12 for the number of hours after dawn one encounters the Gift.

A Gift always resembles a single small artifact, either of a desired kind or a specific object that the person once possessed. To the intended recipient, the object looks real, but to others, it looks as if composed of dust, and scummed with something that crawls in the light. If struck with an inanimate object, a Gift disintegrates into black vapor.

The Referee should choose gifts that activate nostalgia or greed. A pawned heirloom lies in the gambler's path; a doubloon glitters where the freebooter expected only pebbles. If the adventurers establish that the Giftlanders have had no contact with Europeans (or that this world has no "Europe" as they know it), then an eight-*reale* gold piece in a streambed will serve as a warning to astute players.



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Gifts only appear in places that, during the night, grew so dark that no human eyes could have seen what went on there. The Giftlanders therefore sleep in shifts, keeping



fires burning through the night to prevent the placement of these gifts. They use sticks to prod unfamiliar artifacts they find throughout the day, and to stir the contents of containers before reaching in. (A Giftlander cannot give a graver insult than to gently prod a neighbor with a stick.)

But visitors will know none of this, and even if they keep fires burning through the night, visitors will not know to keep all of their belongings exposed to light. Purses, coffers, and other dark containers may hold Gifts in the morning.

Roll d8 for the circumstance in which the Gift gets discovered.

Discovery Circumstances

Roll

1d8 Discovery Circumstance

1-4 found by recipient only (possibly by touch)

5-6 seen by one other, but before recipient has a chance to touch it

7 seen by d4 others before recipient

8 seen by 2d4 others before recipient

Gifts that go untouched evaporate after the following nightfall. Non-human animals instinctively avoid Gifts.

To the intended receiver, a Gift looks and even feels real, at least for a moment. If handled with bare skin, the Gift dissolves into the recipient's flesh, itching.

After d4 minutes, d4 Night Gifters arrive.

NIGHT GIFTER: **Armor 12, Move 120**; 2 Hit Dice, 9hp, gnaw d4+1 Constitution, **Morale 12**. Invisible to all but the target, and substrate provides damage reduction.

Gifters can only perceive or attack persons who have handled their Gifts.



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Exploration

Most of the flora and fauna resembles what the adventurers saw in their Earth's Virginia. Animals show a healthy fear of humans. Predators will target only scouts or stragglers.

If the adventurers decide to explore, then for every six hours of travel, roll d12.

Gifts Night Encounters

Roll

1d12 Encounter

1	Giftlanders: d6+1: men hunting.
2	Giftlanders: 2d6+2: men hunting.
3	Giftlanders: 3d6+3: men on raiding mission. If you roll an even number of raiders, they have just raided a nearby village (see #5, below). If you roll odd, they have just left their village to raid another.
4	Giftlanders: 3d6: women gathering plants, shellfish, or the like. At the approach of strangers, 2d6 of the quicker will flee, while the defiant remain.
5	Village: 4d6 houses, with garden plots. Dogs bark at the approach of visitors. Two dozen armed hunters will challenge strangers.
6	BEAR, BLACK: Armor 14, Move 240', 3 Hit Dice, 16hp, two claws for d6 or bite d8+2, Morale 6. If both claws hit, bear pins for automatic bite next round.
7	LION, MOUNTAIN: Armor 14, Move 360', 2 Hit Dice, 9hp, one bite for d8+1 or two claws for d4 each, Morale 8. Ambush grants +5 against a surprised target.
8	WOLF: pack of 3d6: Armor 14, Move 360', 1 Hit Die, 6hp, bite d6, Morale 7. Target must win an opposed grapple check, or the wolf worries for d4 per round.
9	UNEXTINCT MEGAFAUNA: Bear, Lesser Short-Faced: Armor 14, Move 300', 6 Hit Dice, 35hp, two claws for d8 or bite 2d6, Morale 9. If both claws hit, bear pins for automatic bite next round.
10	UNEXTINCT MEGAFAUNA: Lion, Cave: Armor 14, Move 360', 5 Hit Dice, 25hp, one bite for d10 or two claws for d6+1, Morale 9. Ambush grants +5 against a surprised target; bitten target suffers damage until it breaks grapple.
11	UNEXTINCT MEGAFAUNA: Mastodon: herd of 2d6: Armor 14, Move 120', 12 Hit Dice, 55hp, stomp for 2d10 or tusk rake for 2d6, Morale 9. Tusk rakes can sweep multiple targets.
12	UNEXTINCT MEGAFAUNA: Sabre-Toothed Cat: Armor 14, Move 120', 4 Hit Dice, 20hp, two claws for d6, Morale 9. Ambush grants +5 against a surprised target; if both claws hit, target must save to avoid immediate bite.



On this Earth, the magic of visiting Clerics works normally, but the Giftlanders and their neighbors have no Clerics as such. Although the Giftlanders use all manner of charms, taboos, medicine, and rituals to protect them from the Night Gifters, none “work” in game terms; the Giftlanders receive no help from ancestors, deities, or demiurges. Whether this lack caused the infestation of the Night Gifters or resulted from it, or whether both the lack and the infestation resulted from some third cause, the Referee may decide.

VI: CITY OF THE CRAWLING BLOOD

On this alternate Earth, John Trefusis returned from Virginia to London last October, after the Powhatan signed the treaty ending the Second Anglo-Powhatan War. He left the management of New Dunster to Manuel de Kulashingo (page I.35).

On the morning of Sunday, 20 March, the vernal equinox, in the presence of two guards and an apprentice, Trefusis *Summoned* a being to his quarters on London Bridge. One of Trefusis’s English sources had described the being as “a congeries of crawlende blodes,” a slime that propagates in the blood of warm-blooded animals. Regrettably, the sorcerer’s research contained gaps, for although the spells that he prepared to protect himself and his servants against this Bloodcrawler (page III.328) did their parts, the salt-and-sulfur circle of containment did nothing. The bowl of still-warm chicken blood flipped over, and using the bowl as a protective shell, the gore escaped on new-clotted legs.

The affair might have ended here, if not for the Crawling Blood’s virulence and the dense population of London Bridge. In a few hours, the Blood had spurted its way into a dozen faces, whose owners began to sicken. To his credit, Trefusis and his comrades attempted remedies, which included the *Summoning* of a being reputed to feed on the Crawling Blood (but which tried instead to feed on one of his servants). None availed.

Meanwhile, many Bridge residents fled, and across London, alarm turned to panic, riot, and fire. Some infected persons died of the infection and became Sties, dormant hosts for Bloodcrawlers (page III.328), while others died and then reanimated as Citizens of the Crawling Blood (page III.332).

These Citizens besieged Trefusis’s rooms, not understanding how he kept them out, but unable to ignore the bouquet his uninfected blood. They suspected witchcraft, which Trefusis confirmed when he made a third *Summoning*: the dust-winged Airy Deliverist that carried him and his servants to Virginia. But in the spacetime stretched and perforated by the Warp, the Deliverist took a wrong turn, carrying Trefusis and



his servants to the slightly parallel Earth from which the adventurers came. (See “A Second Trefusis?” page I.13.)

This Spacehole now leads to the place where Trefusis’s recent *Summonings* have frayed spacetime. If the adventurers step through, they find themselves in the upper workroom (#A) of Trefusis’s import business, where a large bay window looks over the Thames.

After Trefusis’s departure, the Citizens ended their siege, leaving Trefusis’s rooms to the protection of their strange curse, and resumed their “lives” in a London transformed.

Adventurers seeking to explore or loot this alternate London will have an easier time in some respects, due to the shortage of hands to defend property. But they will have a harder time in that those Londoners who appear alive have actually become the undead hosts for a slime that makes them hardier, while those who lie apparently dead (and undecayed) now house Bloodcrawlers.

Sties versus Citizens

Every human infected by the Crawling Blood sickens, and many fall into a coma. Some turn into Sties, preserved-corpse hosts for $2d6+2$ Bloodcrawlers. If any non-infected person comes within a yard of a Sty, its Bloodcrawlers will slither and flop through the Sty’s orifices to attack. Bloodcrawlers only sty in warm-blooded creatures that weigh at least a stone (fourteen pounds).

In London’s climate, Bloodcrawlers can keep a Sty inhabitable for a year (twice that in a cellar). Sties now litter the buildings on London Bridge.

But some who fall into the coma die, then revive as Citizens of the Crawling Blood. Citizens can smell uninfected blood, and they will try to infect that blood’s owner. To do this, they retract their eyes and spurt jets of blood from the sockets. They can only safely do this twice per day; every further spurt risks the body rupturing to release $d6+2$ Bloodcrawlers (see page III.328).

If a Citizen of the Crawling Blood encounters uninfected persons, it will cry for help: “Alarum! Unbaptized and Unblooded! Alarum!” Unless silenced, this cry brings $d6$ Citizens a minute later. If necessary, new arrivals will call another $3d6$ Citizens. In this second wave, half will have *mêlée* weapons, and two will have firearms. Unless a major fire breaks out on the bridge, the adventurers will have at most $4d6$ Citizens to deal with at one time.

But Citizens also want to get on with the business that this pestilence interrupted: they have doors to mend and bread to bake. They also have Sties to put into storage or to turn over to the Bridge House Estates Company (see below), which sends them as



materiel to aid the war against the uninfected. (The Citizens refer to the uninfected as Gentiles, the Heathen, and so on, seeing their war in Scriptural terms.)

If the adventurers make repeated raids through the Spacehole, the Citizens will organize defenses: they might sandbag the gate with a ring of 3d20 Sties, then brick shut Trefusis's doors, or they might dismantle one of Trefusis's walls, then station soldiers (and possibly artillery) to watch the Spacehole.

“London Bridge is Crawling Blood...”

(Old) London Bridge dates from 1209, spanning eight hundred feet over nineteen irregular arches. Although the Bridge's upper surface has a width of nearly thirty feet, buildings have sprung up along either side of the roadway, constricting the roadway to a narrow lane. The buildings on the bridge rise up to seven stories, making the Bridge one of London's densest neighborhoods. Many buildings overhang the roadway, sometimes enclosing it like a tunnel.

The Bridge House Estates Company, established by royal charter in 1282, has license from the Crown to maintain and manage the Bridge. Their “bridge mark” logo adorns both the stonework of the Bridge and its constabulary offices along the roadway.

Below, at river level, two water wheels provide power for mills up on the Bridge, as well as pumps that deliver water up to the deck. Depending on the tide, the deck of the bridge sits some five stories above the Thames.

An uncontrolled fall from Bridge height costs 3d6 hit points, and every two stories above this add a die. A deliberate dive reduces this base damage by two dice. Anyone falling or jumping may make a saving throw versus Breath Weapon to halve the damage; seasoned mariners may roll twice and take the better result. Every point of encumbrance brings a penalty of two on this save, and the impact scatters a third of the diver's belongings.

TREFUSIS'S ROOMS

Trefusis owns a two-story stone building from which he operates one of his commercial enterprises. A shingle outside declares “J. Trefusis, Importer.” The building spans the Bridge, covering the roadway below.

The eastern walls of the Upper Workroom (#A) and the Master's Room (#B) have casement windows of leaded glass, which swing open, but all other windows, on both stories, consist of slits of leaded glass, eight inches wide and eighteen high, set in masonry. The outer walls of the building, indicated on the map (page II.218), consist of masonry; all others consist of lath and plaster.



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Trefusis has keys to all locks. His guards (see page II.219) and his cook and housekeeper Polly Rees (page II.220) have keys to everything but the Master's Room (#B).

If the adventurers explore Trefusis's rooms, roll for Outside Noises every daylight hour or whenever they enter a new area.

Outside Noises

Roll

1d12 Noise

1 **cats:** fighting

2 **communion:** A parish priest of the Church of England comes to Trefusis's Receiving Bay (area #H), followed by d6+1 neighbors. The priest comes daily to administer the Lord's supper for Citizens unlucky enough to live near the accursed rooms of the witch Trefusis. But the priest first rasps out his now habitual demand:

"John Trefusis, you open and notorious servant of the Enemy, who have this congregation offended and to your neighbors done wrong through divers sorceries, I advertise you to come forth in the name of our savior Jesus Christ, through whose blood alone we find everlasting life. Come out, and repent and amend your wicked life. Thou who art divided against himself, thou who casteth out demons only by Beelzebul, ruler of demons, come out."

After speaking, the priest will wait a full minute in silence before turning to his congregants and beginning the standard ritual: "Almighty God, unto whom all hearts be open, all desires known, and from whom no secrets be hid...."

If the party has any interaction with this priest other than surrender, then the following day, another Citizen priest, this one a Fifth Level Cleric, will come, armed with *Dispel Magic* to void Trefusis's wards. Behind him march 4d20 armed Citizens, a third carrying firearms. If they have to, they will demolish the buildings adjacent to Trefusis's so they can safely burn it down.

3 **crier:** strangely hoarse, declaring the time

4 **dog:** making an ambiguous sound, barking or coughing (or both)

5 **handbell:** followed by an announcement made unintelligible by distance

6 **hammering:** carpenter, intermittent

7 **hammering:** smith or tinker

8 **horse:** passing in the roadway, led by its owner. Treat not just the human but also the horse as a Citizen of the Crawling Blood (page III.332). The horse's eyes can spurt blood thirty feet, and on its second spurt, it will rupture, releasing 3d20 Bloodcrawlers.

Roll

1d12

Noise

-
- 9 **horse-drawn cart:** creeping past in the roadway. The driver slouches under a broad hat; a tarpaulin covers 3d6 Sties. (As above, treat both driver and horse as Citizens.)
-
- 10 **knife sharpener:** phlegmy, calling for trade: "Sharpen your knives. Whet them cleavers, razors, axes, all. Sharpen your knives...." He carries his tools in a leather apron, folded in a bucket that doubles as a stool.
-
- 11 **knife sharpener (see above):** sharpening knives next door
-
- 12 **woman:** singing in phlegmy voice as she passes in the street. Anyone who knows the familiar bawdy song "Four Able Physicians" will recognize the melody, but when she passes Trefusis's building, the attentive will note alterations to the lyrics.
-

"...From fair London town have lately crawled down
 Four able physicians who never wore gown
 Their physic is pleasant, their dosage is large
 And you may be cured without danger or charge

And on this their tour, they have a new cure
 To mend your complexion, your life to assure
 A sovereign balsam, which once well applied
 Some quick recovered, though some of them died..."



Cape Henry

Upper Story

A. UPPER WORKROOM: The Spacehole opens here.

This room spans the Bridge. Stone columns support the roof. From rafters hang block-and-tackles used for raising and lowering goods through the double trapdoors. The eastern trapdoor opens above the Lower Workroom (#G), while the western trapdoor opens above the roadway.

In the east, a bay window overhangs the Bridge. A secret hatch in the floor opens over the Thames. A niche holds an eighty-foot rope ladder.

Across the rafters lie two ladders. Shelves hold scales, hand tools, and materials for packing and crating.

Goods packed for shipping fill the western third of the room. They include Dunster Leaf tobacco, cotton, opium, indigo, ivory, silks, brandy (Armagnac, Jerez), rum (Barbados, Nevis), and spices (asafoetida, saffron, and melegueta pepper). These three tons of commodities will fetch (3d6 × 10,000)sp. The most valuable quarter-ton will fetch one third of this total, but will take 2d12 labor hours to pick out.

The south wall admits noise from the workroom into the neighboring rooms, where Trefusis's tenants still live, potentially alerting these Citizens of the Crawling Blood. Anyone near this wall for at least five minutes will hear muffled sounds of tenancy beyond.

B. MASTER'S ROOM: The door to this room stands shut and locked.

On the walls hang paintings of ships, exotic coasts, and Oriental scenes. On tabourets sit decanters, bottles of wine, and a set of blue-and-white china worth 50osp. Two fine chess sets and a blocky teakwood board for *sunjang baduk* will fetch 5osp each. A Venetian snuffbox and humidor set will fetch 80osp.

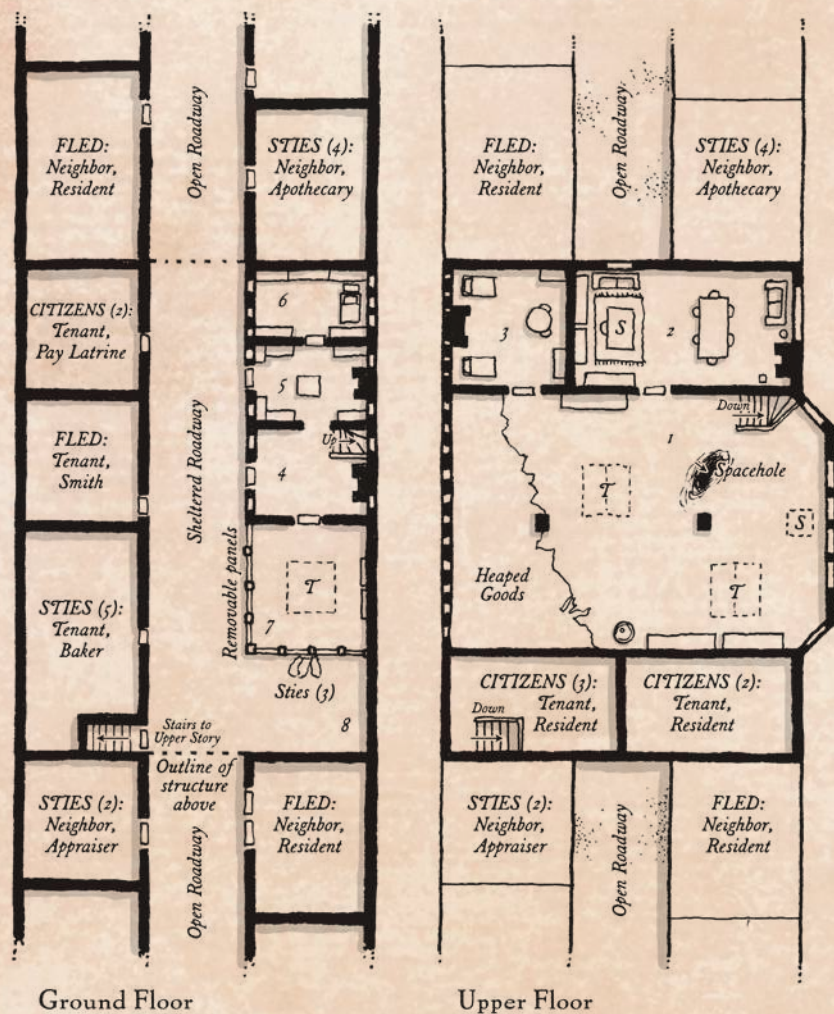
A cabinet on the mantel holds a silver table service for eight and more blue-and-white china, worth 1,60osp in total.

Bookcases hold works on agriculture, shipping, and naval history, as well as maps and charts. This library will fetch (3d6 × 200)sp.

On a Bukhara rug (worth 60osp) sits an oaken desk, holding papers and record-books. A search reveals letters, most in English but some in Latin. The plurality of the English letters comes from Manuel de Kulashingo (page I.35), reporting on affairs at New Dunster.

Other letters, in English and Latin, come from such learned correspondents as George Chapman, John Wilkins, Méric Casaubon, Abraham Azulai, and Algernon Percy,

Trefusis' Rooms



Ground Floor

Upper Floor



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Earl of Northumberland. A Magic-User who correlates the information in these letters—a process that takes thirty-six hours, minus the researcher's Intelligence—gains the information necessary to add to her repertoire one new spell, determined by the Referee, of the highest Level she can cast. Another Magic-User who repeats the process can learn the same spell.

From the record-books, a knowledgeable reader can see that Trefusis avoids nearly all import duties (through *Trefusis's Indutious Evasion*, page III.301), but cannot grasp how. Furthermore, the names of some of the “ships” that Trefusis records as delivering goods appear in a cipher. *Read Magic* or other translation will render these as names that Magic-Users recognize as esoteric, eldritch, or extraterrestrial, and that Clerics recognize as demiurgic or demonic.

Beneath the rug under the desk, an undisguised but locked trapdoor opens above the roadway. Trefusis alone has the key.

C. GUARDS' ROOM: This room housed Trefusis's servants William Clarke and James Oldham, now wandering with their master in Virginia (page II.118). The door stands shut but unlocked.

Below this room, two Citizens of the Crawling Blood have re-opened a pay latrine that overhangs the Bridge. Therefore commotion in the Guards' Room may prompt the latrine-keepers to investigate.

A deck of French playing cards (with an extra Knave of Hearts) lies on the table. A trunk holds a pair of old boots, a brass nutcracker, and Thomas Lodge's 1614 translation of *The Works of Lucius Annaeus Seneca, Both Moral and Natural*. A wardrobe holds a moth-eaten doublet, the pornographic *Sixteen Pleasures*, and an oboe with a cracked reed.

Lower Story

D. MAIN ENTRY: Here the main door opens from the street. On this door Trefusis cast *Repugnation of Blood*, the sigils obvious on the doorframe and surrounding masonry.

The door's two halves can open separately. A single padlock, accessible only from inside, holds both shut.

Trefusis and his men boarded up the door on the south wall, which has no lock. Upon this door too Trefusis has cast *Repugnation of Blood*. Anyone inspecting the board-up job notices the sigils beneath.

Against the far side of this door, in area #G, lean three Sties, left by Citizens of the Crawling Blood as booby traps in case anyone exits through this door.



E. KITCHEN: The kitchen has a door to the street, now locked. Sigils around the door show where Trefusis warded it with *Repugnation of Blood*.

In the room's center stands a butcher's block, crowded by worktables, washbasins, and tools for cooking and cleaning.

The first person to enter the room spooks the cat, Bel-Imperia, who disappears into a hole in one of the risers on the stairs. She will creep about, getting underfoot at the Referee's need.

F. PANTRY: This door stands shut and locked.

The Pantry doubled as the quarters of the aged cook and housekeeper, Polly Rees. She still lies on her bed, a Sty for zd6+z Bloodcrawlers.

A pocket on her apron holds a ring with keys to all the locks except the Master's Room (#B). Beneath her pillow lie a stiletto and a loaded pistol.

A chest at the foot of her bed holds Polly's Sunday clothes, a pouch containing fifteen shots of powder and bullets, and a Coverdale Bible inscribed with three generations of her ancestors' names.

Shelves hold foodstuffs much gnawed by mice since Bel-Imperia got locked out. Some remain unspoiled: two weeks' rations in parsnips, oats, and hard cheeses.

G. LOWER WORKROOM: Against the outside of the door leading to the Main Entry (area #D), lean three Sties, left by Citizens of the Crawling Blood as booby traps in case anyone exits through this door.

The west wall consists mostly of removable panels, set by pegs into the stonework below, allowing teamsters to drive carts directly under the trapdoor to the Upper Workroom (#A). Similar panels in the south wall permit a cart to pass through.

A pair of padlocks still holds shut the panels on the west wall. On the south wall, someone has smashed one of the panels, such that the lock hangs useless.

H. RECEIVING BAY: This bay, open to the roadway, allowed carts to pass through the lower workroom without reversing or blocking the roadway.



Bridgecrawling

If the adventurers decide to explore, you may need to make more Bridge. This section offers a method for quickly generating more of this unusual neighborhood.

Remove the jokers from a standard deck of playing cards. Lay a sheet of paper before you, its long axis representing the roadway. Draw six to eight cards and lay them along the road.

First Draw
Card Method



← Roadway →



Then flip the cards and record the results.

The suit of a draw determines infection status.

-  **CLUBS:** Fled: Tenants fled the Bridge before the Crawling Blood took over.
-  **DIAMONDS:** Dead: Tenants died in riots as the Crawling Blood spread.
-  **HEARTS:** Sties: Inside lie d6 tenants who became Sties for Bloodcrawlers. (Assume that a commercial enterprise first closed its shutters and bolted its doors.)
-  **SPADES:** Citizens: Tenants died and arose as Citizens of the Crawling Blood.



The rank of a draw determines the nature of the enterprise. Ground-floor enterprises usually double as the residence of their proprietors, who live in back or side rooms.

2. ALE HOUSE

3. BAKERY

4. BUTCHERY

5. CHAPEL

6. COMMERCIAL OFFICE

7. CONSTABLE'S OFFICE

8. DRY GOODS STORE

9. EATING-HOUSE OR FOOD STALL: porridge, soup, meat-pies

10. GREENGROCERY: fruits, vegetables, unmilled grain

J. LATRINE: Attendants keep the place in a kind of order.

Q. STABLE: The stable contains horses only if the tenants (above) have reanimated as Citizens.

K. UNDER CONSTRUCTION OR REMODELING

A. WORKSHOP

First Draw
Card Method
Results



STIES:
Greengrocery



DEAD:
Workshops



STIES:
Constable's Office

← Roadway →



If the party wants to explore upper levels, draw another set of cards.

This second draw determines the rest of each building. The suit determines the state of repair of the building as a whole.



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- ♣ CLUBS:** Dangerous: In this damaged or unfinished building, any hasty movement requires a roll of Dexterity or lower on d20, or the haste results in a fall or the loss of d3 hit points (player's choice).
- ♦ DIAMONDS:** Shabby: Doors in crooked frames refuse to open or to stay shut. Walls and floors meet at skewed angles, and they provide no more soundproofing than a thin door.
- ♥ HEARTS:** Passable: One could move about in this building and not realize that it stood on London Bridge.
- ♠ SPADES:** Good: Someone spent more than necessary. Doors close firmly, and few floorboards creak.

The rank of the second draw determines other features. (For obsessive variety, draw a separate card for each column.)

London Bridge Building Generator

Card	Total Stories	households per floor (d8 persons per household, one third children)	distinctive feature
2	two	½	hayloft
3	three	2	private latrine, overhanging river
4	three	⅓	cellar dug into pier below
5	three	2	No private entrance for upstairs tenants: they must walk through the ground-floor enterprise to get to the stairs.
6	three	2	rats worse than usual
7	four	½	top floor unfinished
8	four	2	The rooms of one or more upper floors span the road, forming a tunnel.
9	four	3	under construction
10	four	1	roof damaged; top floor abandoned and ruinous
J	five	3	pipd water on ground floor
Q	five	1	recent fire: d3 floors ruined
K	six	⅓	pipd water to d3 floors
A	seven	1	The rooms of upper floors span the road, forming a tunnel, and a hatch in a floor allows the receipt of goods from below.



Here Comes the Neighborhood

To generate the trade of a Citizen or a street-level enterprise, roll d100.

Citizen Trades and Enterprises

Roll

1d100

Trade or Enterprise

1	apothecary, run by a quack
2	apothecary, well-stocked
3	architect
4	attorney
5	bailiff
6	baker, cheap but dishonest (weevils and sawdust)
7	baker, costly but honest
8	baker, secret human trafficker
9	barber, also removes teeth
10	barber, morose
11	bawdy house, average
12	bawdy house, posh
13	blacksmith, insatiably curious
14	blacksmith, nostalgic
15	boatwright, can fix anything
16	boatwright, temperamental
17	bookbinder, Morisco exile
18	bookseller, tracts and pamphlets
19	bootmaker, Irish
20	brewer, fiend for Dutch hops
21	brewer, known for smoky malts
22	brewer, Edinburgher widow
23	butcher, dishonest about meat sources
24	butcher, secret Sixth Level Fighter
25	carpenter, always behind schedule
26	carpenter, famous for cabinetry
27	carpenter, furniture on display





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Roll

1d100 Trade or Enterprise

28	chandler, Novocastrian
29	candlemaker
30	cartwright
31	cheesemonger
32	clockmaker
33	cobbler, Irish
34	cobbler, scarred by smallpox
35	constable's office, drunks chained inside
36	constable's office, empty stocks outside
37	curiosity shop (antiques and exotics, real and fake)
38	dancing master
39	distiller (brandy)
40	eating-house, specialty: apple fritters
41	eating-house, specialty: fried whiting
42	eating-house, specialty: late hours but no nonsense
43	eating-house, specialty: mutton-pies and ingratiation
44	engineer, good with pumps
45	farrier, Welsh
46	fencing master, Sixth Level Specialist
47	fruiter, Calvinist
48	fruiter, hard of hearing
49	furrier, epileptic
50	gambling house (bear baiting and cockfighting)
51	gambling house (tabletop games)
52	glassblower, Seeker (Legatine-Arian)
53	glover, cast in one eye
54	greengrocer, hard bargains and good parsnips
55	greengrocer, Berber
56	greengrocer, virtuosic haggler
57	greengrocer, wilted greens and low prices
58	gunsmith, small arms
59	handwriter and copyist, Portuguese



Roll

1d100 Trade or Enterprise

60	hatter, Flemish
61	hatter, reputedly a converted Catholic
62	jeweler, average
63	jeweler, shoddy
64	leatherworker, Arminian
65	livestock seller: dogs
66	livestock seller: fowl
67	livestock seller: horses
68	livestock seller: pigs and sheep
69	locksmith, Cornish
70	locksmith, improbably handsome
71	mason, first-rate but surly
72	mason, shoddy but affable
73	millers, cheap but reputedly a cheat
74	millers, costly but reputedly a secret Papist
75	moneylender
76	music master, secret Sixth Level Magic-User
77	pawnbroker, elusive
78	pawnbroker, unsympathetic
79	physician, bibulous, secret Sixth Level Cleric
80	physician, doddering
81	physician, Jerseyman
82	plasterer, always booked
83	plasterer, slipshod
84	potter, kiln for hire
85	potter, kiln out of order
86	printer, Manx
87	second-hand shop, mostly rubbish
88	second-hand shop, suspected fence
89	swordsmith, Glaswegian
90	tailor, dishonest as any proverb
91	tailor, skilled beyond his clientele



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Roll

1d100 Trade or Enterprise

92	tavern, first to open every day
93	tavern, last to close every night
94	tavern, notorious for brawls
95	theater, tiny
96	weaver, basketry
97	weaver, lace sweatshop staffed by child labor
98	weaver, linen
99	wine merchant, disapproving
100	wine merchant, inebriate

Looting

Use the Colonist Belongings table (page I.28) to generate the items owned or carried by persons who live or lived on the Bridge, making the necessary changes (for example, maize becomes wheat).

Assume that any residence contains dzosp worth of obvious and portable valuables (for example, silver flatware) and a one in six chance of (dzo × 100)sp worth of cached valuables.





VII: A WILDER WILDERNESS

Much about this country looks like the Virginia Piedmont, but on this Earth, the primates of genus *Homo* did not arise. In the absence of human hunters, many of the largest fauna of Pleistocene North America continue to flourish. These include tapirs that the adventurers saw from the Eye of the Warp.

Every eight hours spent here, one meets dangerous animals that have not learned to fear humans. Roll d12 or, if you want the party to meet only creatures that they could not find in their familiar Virginia, roll d8.

Wilder Wilderness Encounters

Roll 1d12	Encounter
1	Unextinct Megafauna: Glyptodont: Armor 16, Move 90', 7 Hit Dice, 40hp, tail d12+2, Morale 10.
2	Unextinct Megafauna: Bear, Lesser Short-Faced: Armor 14, Move 300', 6 Hit Dice, 35hp, two claws for d8 or bite 2d6, Morale 11. If both claws hit, bear pins for automatic bite next round.
3	Unextinct Megafauna: Lion, Cave: Armor 14, Move 360', 5 Hit Dice, 25hp, one bite for d12 or two claws for d6+1, Morale 11. Ambush grants +5 against a surprised target; bitten target suffers damage until it breaks grapple.
4	Unextinct Megafauna: Mammoth: Armor 14, Move 120', 13 Hit Dice, 64hp, stomp for 2d12 or tusk rake for 2d6, Morale 11. Tusk rake can sweep multiple targets.
5	Unextinct Megafauna: Mastodon: herd of 2d6: Armor 14, Move 120', 12 Hit Dice, 55hp, stomp for 2d10 or tusk rake for 2d6, Morale 11. Tusk rake can sweep multiple targets.
6	Unextinct Megafauna: Sloth, Giant Ground: group of d4+1: Armor 15, Move 120', 6 Hit Dice, 30hp, two claws d8+1, Morale 10.
7	Unextinct Megafauna: Sabre-Toothed Cat: Armor 14, Move 120', 4 Hit Dice, 20hp, two claws for d6, Morale 11. Ambush grants +5 against a surprised target; if both claws hit, target must save to avoid immediate bite.
8	Unextinct Megafauna: Toxodon: Armor 14, Move 240', 8 Hit Dice, 35hp, charge d12, Morale 9. If one Toxodon charges, herd will charge on the following round.
9	Bear, Black: Armor 14, Move 240', 3 Hit Dice, 16hp, two claws for d6 or bite d8+2, Morale 10. If both claws hit, bear pins for automatic bite next round.
10	Coyote: pack of 2d6: Armor 14, Move 360', ½ Hit Die, 4hp, bite d4, Morale 9.

Roll

1d12 Encounter

11	Lion, Mountain: Armor 14, Move 240', 2 Hit Dice, 9hp, one bite for d8+1 or two claws for d4 each, Morale 11. Ambush grants +5 against a surprised target; bitten target suffers damage until it breaks grapple.
12	Wolf: pack of 3d6: Armor 14, Move 360', 1 Hit Die, 6hp, bite d6, Morale 8. Target must win an opposed grapple check, or the wolf worries for d4 per round.

VIII: PITS OF THE MIRROR DRAKE

This Spacehole opens in the yard of a tannery on the outskirts of Manchester, Chesterfield County, Virginia in 1890. To the north, just across the James River, stands Richmond, capital of the Commonwealth of Virginia, USA.

Some escaping Sub-Processes ended up here, disrupting local causality: the Sun stopped in the sky and began to run backwards, rising in the west and setting in the east. The Moon and inner planets likewise appear to move in reverse, but earthly phenomena seem to run forward.

Rather than constructing bodies based on local life, the fugitive Sub-Processes invented new ones, and one of their less likely designs prospered. The Mirror Drake now rules a depopulated Richmond from the ruins of the Virginia State Capitol. The columned hall that housed the Virginia General Assembly, oldest body of elected representatives in the Western Hemisphere, and which for four years housed the government of the Confederate States of America, now houses a different kind of monster.

The Mirror Drake's breath has left dozens of hemispherical pits in the earth. Those in Manchester measure only a few feet across, but those in central Richmond span up to thirty feet, provided their sides have not collapsed. Water has seeped into many. Some bisect multi-story buildings.

Ordinary weapons cannot stop the Mirror Drake, as the police and state militia have learned. Governor McKinney ordered the evacuation of all persons within ten miles of the Capitol. But within that zone remain holdouts, refugees, scavengers, and vigilantes.

Three days after the adventurers' arrival, the United States Army will close around Capitol Square in another attempt to kill the Mirror Drake. (See "The Army," page II.233.)



Encounters

For every hour the adventurers spend here, roll two six-sided dice of different colors. Let one indicate the nature of the random encounter. Let the other indicate who perceives whom: on an odd result, the adventurers perceive the other group first; on an even result, vice versa.

Richmond Random Encounters

Roll

1d6

Encounter

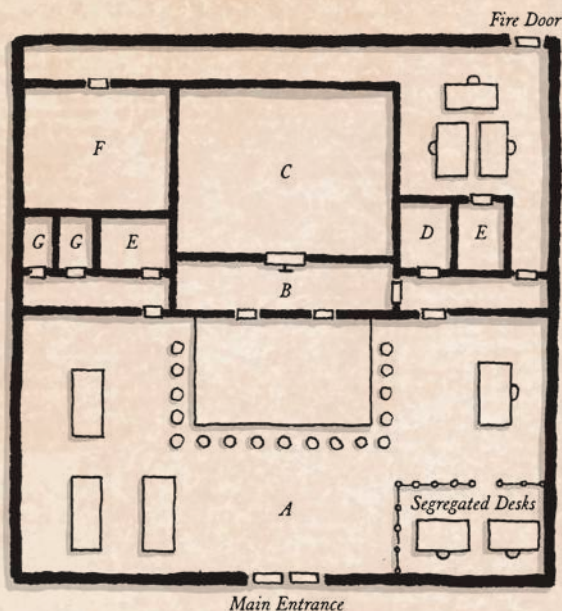
1	Holdouts, Black: d4+2 adults with d3 firearms among them
2	Holdouts, white: d3+1 adults, each carrying a firearm
3	Refugees, equal chances white or Black: 2d4 adults with d4 children; one adult has a firearm
4	Scavengers, Black: d4+2 adults, armed with axes, clubs, and the like
5	Scavengers, white: d3+1 adults, armed with axes, clubs, and the like
6	Vigilantes, white: 2d4+1 men, each armed with a repeating rifle

Let this emphasis on the colors of dice set the mood: Gilded-Age Richmond cares deeply about what locals politely call “the color line.” *Plessy versus Ferguson* has not yet established the formally neutral but functionally racist doctrine of “separate but equal,” but separation and *inequality* shape every aspect of life. The first Ku Klux Klan dissolved in the early 1870s, and other white terrorist groups like the Red Shirts, the White League, and the Knights of the White Camelia never organized in Richmond, but even so, the early 1890s saw white vigilantes lynch one Black man every two days across the South.

Even if locals can get past the adventurers’ outlandish clothing and accents, local whites will likely hold in suspicion anyone they perceive as not Anglo-Saxon and Protestant. Local Blacks will likely avoid groups they perceive as predominantly white unless the Blacks outnumber the strangers.

Consider also the possibility of having the adventurers meet a rival adventuring party composed of the NPCs at the end of this section. They might propose a raid on the Mirror Drake, or on one of the banks in Capitol Square, or both.





1890 Firearms

The firearms of the late nineteenth century require less training than those of the seventeenth, but they do require some. Anyone who lacks this training must either succeed in a Tinkering check or experiment for five minutes to load or to reload. Gilded Age firearms run a two percent chance of misfire per shot.

A repeating rifle (bolt or lever action) can fire once per round, and for simplicity, holds an average of six cartridges. Shotguns can fire once or twice in a round, and hold one or two shots.

In skilled hands, a firearm takes two rounds to load; in novice hands, four.

Roll d6 to determine the kind of firearm an NPC carries: 1-3 rifle, 4-5 revolver, 6 shotgun. An NPC with a firearm has 3d20 cartridges.



“That Crooked Serpent”

Anyone the adventurers meet can tell them about “the dragon” that has routed the armies of man and conquered the seat of government, but few have actually seen it. The dragon, they say in moments of literalism, measures over a hundred feet long and exhales orbs that destroy inanimate objects. It has two heads, scales like mirrors, and an appetite even greater than its size.

Between the Sun reversing course and a giant monster usurping the State, hyperbole and scripture rule the day. Roll d12 for NPC quotations from the King James Bible, favorite of Southern Baptists.

Scripture, 1890

Roll

1d12 Quotation

1	Nehemiah 2:13: “And I went out by night by the gate of the valley, even before the dragon well, and to the dung port, and viewed the walls of Jerusalem, which were broken down, and the gates thereof were consumed with fire.”
2	Psalms 91:13: “Thou shalt tread upon the lion and adder: the young lion and the dragon shalt thou trample under feet.”
3	Isaiah 27:1: “In that day the Lord with his sore and great and strong sword shall punish Leviathan the piercing serpent, even Leviathan that crooked serpent; and he shall slay the dragon...”
4	Isaiah 51:9: “Awake, awake, put on strength, O arm of the Lord; awake, as in the ancient days, in the generations of old. Art thou not it that hath cut Rahab, and wounded the dragon?”
5	Jeremiah 51:34: “Nebuchadnezzar the king of Babylon hath devoured me, he hath crushed me, he hath made me an empty vessel, he hath swallowed me up like a dragon, he hath filled his belly with my delicates, he hath cast me out.”
6	Ezekiel 29:3: “Thus saith the Lord God; Behold, I am against thee, Pharaoh king of Egypt, the great dragon that lieth in the midst of his rivers, which hath said, My river is mine own, and I have made it for myself.”
7	Revelations 12:4: “And his tail drew the third part of the stars of heaven, and did cast them to the earth: and the dragon stood before the woman which was ready to be delivered, for to devour her child as soon as it was born.”
8	Revelations 12:7-8: “And there was war in heaven: Michael and his angels fought against the dragon; and the dragon fought and his angels, and prevailed not...”



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Roll

1d12 Quotation

9	Revelations 12:9: "And the great dragon was cast out, that old serpent, called the Devil, and Satan, which deceiveth the whole world: he was cast out into the earth, and his angels were cast out with him."
10	Revelations 12:13: "And when the dragon saw that he was cast unto the earth, he persecuted the woman which brought forth the man-child."
11	Revelations 13:4: "And they worshipped the dragon which gave power unto the beast: and they worshipped the beast, saying, Who is like unto the beast? Who is able to make war with him?"
12	Revelations 20:2: "And he laid hold on the dragon, that old serpent, which is the Devil, and Satan, and bound him a thousand years..."

Capitol Square

The Mirror Drake has chewed a hole in one end of the Capitol Building and now coils in the House of Delegates. It will ignore anyone who does not harass it, but if it smells any magic or spell-casting within half a mile, it will investigate, devouring anyone it happens to meet.

Near the Capitol stands the Governor's mansion, from which looters could rook (3d6 × 100)sp in easily portable valuables (for example, silver tableware) as well as (3d12 × 1,000) of heavier goods (for example, bronze statuary).

The Army

The day after the adventurers arrive, the Army will close around central Richmond.

On this second day, adventurers moving abroad in Manchester or Richmond will run a one in six chance per hour of meeting a patrol of 3d6+2 infantry with orders to shoot looters on sight.

These soldiers wear experimental Haslett Lung Protector gas masks. These cause the wearer to lose initiative and to suffer a -2 on d20 rolls, but they grant +5 to saves against gasses and dust. (The army has fielded these masks following reports of the Mirror Drake exhaling "bubbles," thought by some to contain a corrosive gas.)

On the third day, adventurers have a one in three chance per hour of meeting a unit comprising 3d6+2 infantry, 2d6 cavalry, and horses towing a pair of cannons. (The horses also wear gas masks.)

Just before dawn on the fourth day, a ring of artillery will fire a barrage that levels the Capitol. Anyone within two hundred yards must make a saving throw versus Paralyzation or die. But the shelling only angers the Mirror Drake...

Looting

Most residents took their valuables when they fled. Assume that any residence has a one in six chance of valuables left behind, 2d100sp worth per floor of the residence. Use the Richmond Belongings table (page II.236) to generate other items found in houses or carried by NPCs. Roll three times for most people, six times for a scavenger.

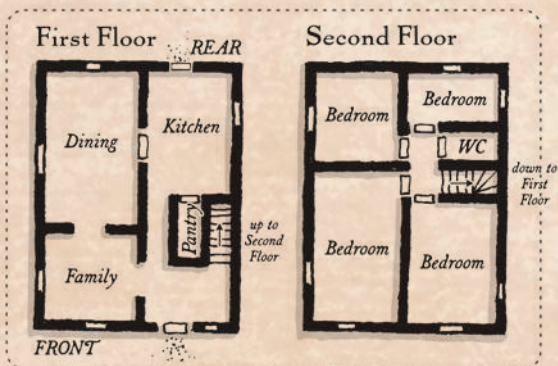
Humbler residences use wood or coal for heat and oil lamps for light, drawing water from a pump outside. Finer residences use coal, gas, and even electricity (both of the latter now shut off), as well as indoor plumbing and their own stables.

In central Richmond, bank vaults lie locked but unguarded. Any of the large banks around Capitol Square contains (2d12 × 10,000)sp worth of silver Morgan dollars, twenty-dollar gold double eagles, and bullion.

Police, soldiers, vigilantes, and holdouts will shoot even suspected looters on sight.



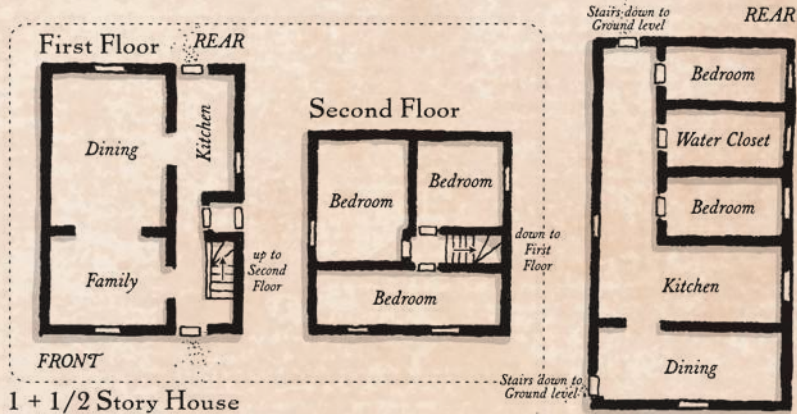
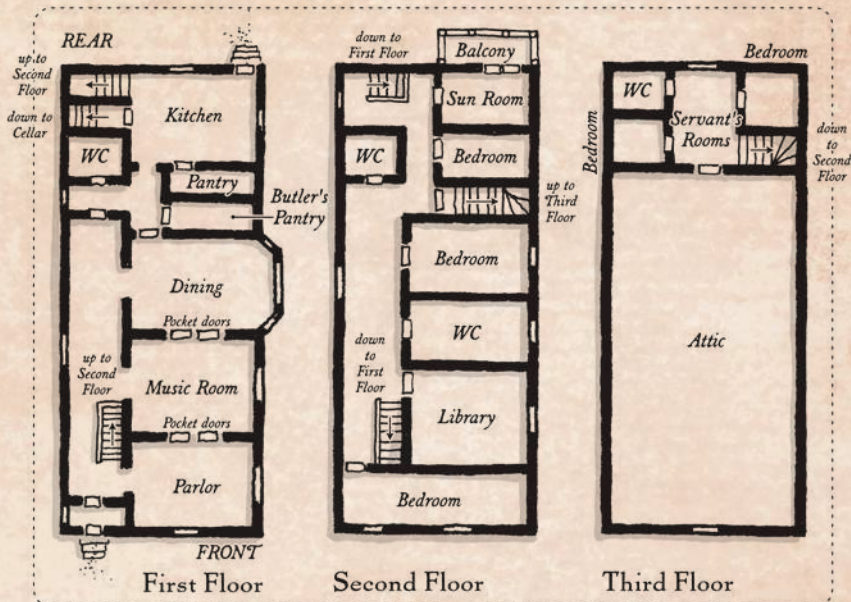
Bungalow



Two Story House

Richmond House Floor Plans

Three Story House



Richmond House Floor Plans

2nd Story Flat



Richmond Belongings

Roll three times on this table for any looter, refugee, or holdout. Use as needed to add details to buildings the adventurers enter.

Assume that anyone carries from zero to sixty (d100 minus forty) Silver Pieces' worth of coins that the adventurers would recognize as valuable (for example, silver "trade" dollars).

Richmond Belongings

Roll 1d100	Belongings
1	apple slices, dried
2	<i>An Essay on the Natural History of Mankind, Viewed in Connection with Negro Slavery</i> , by Josiah Clark Nott, 1851 (underlining in early chapters)
3	arrest warrant for a third party, Richmond Police Department
4	bacon, two-pound slab
5	baling wire, 50'
6	<i>Baptist Psalmody: A Selection of Hymns for the Worship of God</i> , by Basil Manly Sr. and Basil Manly Jr., 1870
7	bear trap
8	Bible, King James Version, 1873 printing
9	Bible, English Revised Version, 1885
10	black-eyed peas, unshelled, ten-pound bag
11	Bowie knife, with antler handle and ornate scabbard, worth (d4 × 100)sp; d6 damage
12	butter, two-pound crock
13	can opener
14	candles, beeswax, 2d6
15	carbide headlamp, miner's
16	carpenter's belt with hammer, pliers, shears, file, wrench, and hand drill, worth 6d20sp
17	carrots, five-pound bunch
18	change of clothes: laborer's
19	change of clothes: ball gown
20	change of clothes: full evening suit with court shoes (no hat)
21	cigarettes, Chesterfields



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Roll

1d100 Belongings

22	coachman's whip
23	coins, foreign or collectible: worth (3d12 × 100)sp
24	coat, ladies', fox-trimmed
25	coat, men's Norfolk jacket
26	coat, mink ladies'
27	comb, silver, worth (2d4 × 100)sp
28	cornmeal, ten-pound bag
29	Davis Guard Medal (inscribed "Sabine Pass, Sept 8th 1863")
30	deed to farm in Goochland County
31	dentist's mirrors, picks, pliers, drills, and laudanum in leather bag, worth 6d20sp
32	Doctor Maguire's Old Covered Bridge Kentucky straight bourbon whiskey, quart bottle
33	dress cane, ebony, silver-headed, worth 2d100sp
34	drafting pens, pencils, compasses, protractors, and squares, in leather roll, worth 3d20sp
35	dynamite, one stick (fresh, and therefore stable), wrapped in pages of the <i>Richmond Planet</i>
36	dynamite, one stick, old and "sweaty" with nitroglycerin, and therefore unstable: any sharp jolt could detonate it for 4d12 damage to the bearer, with damage to bystanders halved for every yard of distance
37	field surgeon's knives, forceps, saws, and suturing needles, in leather bag, worth 5d20sp
38	fishing tackle box with telescoping rod
39	<i>Frank Reade, Jr., and His Air-Ship</i> , by "Noname," 1893 (paperback)
40	hairbrush, silver, worth 3d20sp
41	hair oil, Macassar
42	Hampton's Kidney Beans, 32-ounce can
43	handcuffs and key
44	harpoon, Temple-style toggle: treat as a spear with half range. A target must make a saving throw versus Paralyzation or the barbs get stuck. Roll d6: 1-3, stuck in clothing; 4-6, stuck in flesh.
45	hat, bowler
46	hat, Gainsborough, with feathers and cloth flowers (in hatbox)
47	<i>History of the Baptist Denomination in Georgia</i> , divers hands, 1881



Roll

1d100 Belongings

48	hoe cakes, 2d6
49	<i>Hoyle's Book of Games</i> , anonymous, 1882
50	hunting knife, slipjoint; d3 damage
51	<i>Insurance Maps of Richmond, Virginia</i> , Sanborn Map Company, 1885, oversized folio (includes floor plans of banks around Capitol Square)
52	jeweler's loupe
53	jewelry, miscellaneous, in sack, worth (3d12 × 100)sp
54	lantern, oil
55	laundry soap, block
56	last will and testament, bearer's (unsigned)
57	letter from creditor, informing of foreclosure
58	makeup kit
59	<i>The Malay Archipelago</i> , by Alfred Russell Wallace, volume one, 1869
60	map, railroads and bridges around Richmond (hand-drawn)
61	marriage certificate, bearer's
62	matches, book
63	matches, box
64	mirror, hand, silver frame and handle, worth 5d20sp
65	mustache wax
66	necklace, pearls, worth (d12 × 200)sp
67	necklace, gold pendant, worth (2d8 × 100)sp
68	necklace, silver pendant, worth (2d4 × 100)sp
69	okra, five-pound bag
70	opera glasses, worth d100sp
71	paper money: United States Treasury Notes and Gold Certificates, in denominations up to one thousand dollars, totaling 10d6+1 dollars
72	peas, dried, ten-pound bag
73	<i>Peru: Incidents and Explorations in the Land of the Incas</i> , by E. G. Squier, 1877
74	playing cards
75	pocket watch, brass, worth (5d20 × 100)sp
76	pocket watch, gold, worth (2d8 × 500)sp
77	pocket watch, silver, worth (2d4 × 100)sp



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Roll

1d100 Belongings

78	postcard addressed to the bearer, from the bearer's brother, showing the Saint Louis Union Station, with text apologizing for a minor wrong
79	potatoes, ten-pound bag
80	Ray's Gold Standard Paregoric (4% tincture of opium)
81	ring, gold, United States Military Academy class of 1873, worth d100sp
82	ring, gold wedding band, worth (2d4 × 100)sp
83	ring, silver Claddagh, worth 3d20sp
84	rope, 60'
85	rye whiskey, unlabeled
86	Sharps carbine, .50-70 caliber (no ammunition)
87	silver cutlery for an eight-course table setting: 2d6 sets, in a burlap sack, worth 200sp per set
88	silver tableware, dinner service for six, in a burlap sack, worth (2d8 × 100)sp
89	<i>Six of One by Half a Dozen of the Other</i> , by Harriet Beecher Stowe, 1872
90	soda bread, loaf
91	sodbuster knife; d4 damage
92	Sommers's Potted Meat (d4 jars)
93	sourdough bread, loaf (fresh)
94	sugar, five-pound bag
95	tent, four-person, in oilskin bag
96	<i>Theodosia Ernest, or, The Heroine of Faith</i> , volume two, by Amos Cooper Dayton, 1857
97	top hat, silk (in hatbox)
98	wheat flour, ten-pound bag
99	woman's handbag, H. J. Cave & Sons, London
100	Yeck's Cheddar Cheese, two-pound wheel (waxed)



Pits of the Mirror Drake : NPCs

Use these NPCs in random encounters or as replacement characters.

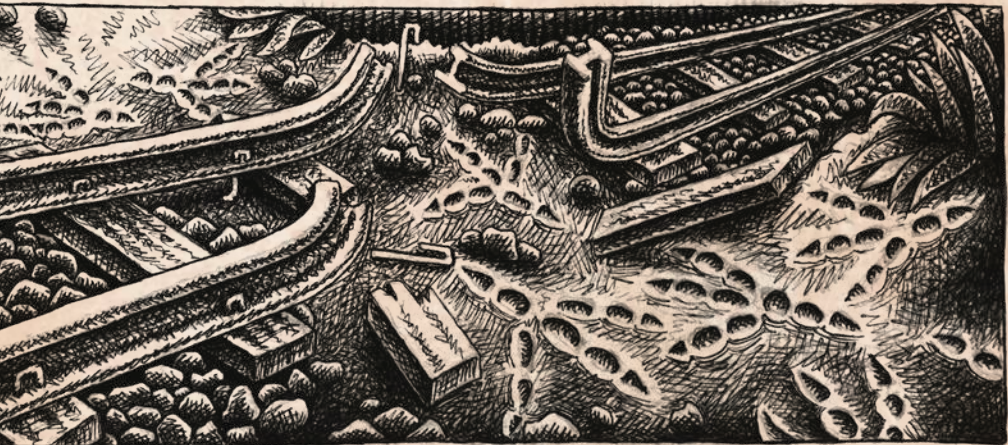
Virginia NPCs

<i>Name</i>	<i>Origin</i>	<i>Lot & P class & Level</i>
Archdale, Frederick	Aiken, SC	5th Level Specialist
Cook, Francis	Fort Madison, IA	5th Level Cleric: African Methodist Episcopal Zion Church
Heywood, Dennis	Rochester, NY	5th Level Fighter
Lawton, Lillian	Aldie, VA	5th Level Cleric: Primitive Baptist
McQueeney James	Lynchburg, VA	5th Level Specialist
McQuiston, Eulalia	Portland, ME	5th Level Magic-User: Presbyterian



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<i>Gear</i>	<i>Secret</i>	<i>Look</i>
fire axe (d8), Colt Single Action Army revolver	regrets not leaving Richmond when ordered to evacuate	dandyish
bolo knife (d6), Winchester 1887 shotgun; scrolls (religious tracts) of <i>Anti-Magic Shell and Part Water</i>	plays the horses	haunted
cavalry saber (d8), Winchester rifle	<i>dishonorably discharged from the US Navy</i>	heavily freckled
baseball bat (d6), Sharps rifle; scroll (letter) of <i>Quest</i> ; potion (tincture) of <i>Control Weather</i>	<i>wanted for murder but under a different name</i>	six foot one
machete (d6), double-barreled shotgun	skilled cheater at cards	five foot one
two-pound drilling hammer (d6), double-barreled shotgun; scroll (index cards) of <i>Duo-Dimension</i> ; potion (gumdrop) of <i>Stone Shape</i>	had two marriages annulled	sunny





IX: THE SUSSURANT VOIDS

This Spacehole leads to interstellar vacuum.

The first spellcaster to move close enough to see the tunnel effect (page II.189) hears a distant chorus of human voices. At first, this seems a trick of the wind in the trees, but then the sounds resolve into a chant. Any spellcaster who does not now depart must make a saving throw versus Magic or become enthralled and unwilling to leave. (The song of the Sussurant Voids does not affect anyone who has told a story evaluated by the Segmental Sow, page III.392.)

The enthralled will mutter about “the catechism,” an almost-understood “creed,” or “worms that gnaw the stars, *pro defunctis*,” they sing.” But otherwise the enthralled will say little and do nothing but listen. If attacked, they will defend themselves, and every twelve hours they may make a new saving throw, until they escape or die of thirst.

An enthralled person forced away suffers a double realization: the “song” deceived her, yet she still feels a depression as if she had neared but lost some ultimate truth. She loses any prepared spells but gains one point of Wisdom from her new insight into her own limitations relative to eternity.

A once-enthralled listener who repeats the ordeal loses an Experience Level and suffers the depression without the insight.

Spellcasters not enthralled will realize that this Spacehole’s weird properties will empower any spell of divination or conjuration (for example, *Summoning*) cast within a hundred yards, increasing the caster’s effective Level by d6 Levels. Tell the players this before any such casting. But do not tell them that afterwards, the caster must make a saving throw versus Poison or become exhausted by the weird metaphysical demands of the Sussurant Voids, unable to cast any more spells for the day.

On the far side of this Spacehole lies interstellar vacuum. Persons entering without a tether or means of propulsion (say, the *Fly* spell, already in effect) will continue to drift forward at whatever speed they entered. A human exposed to vacuum must make a saving throw versus Poison every round or black out. Saliva and mucus boil, while eardrums and alveoli burst, costing d4 Constitution per round. Lost Constitution will return at the rate of one point per day, but anyone reduced below three dies.



X: IN THE SHADOW OF THE CREEPER

On this alternate Earth, in the lands that the adventurers know as Virginia, the Dutch West India Company established the colony of New Gelderland. Here the village of West Zevenaar has already stood ninety years.

Some of the fleeing Sub-Processes found themselves here, and they embodied their remaining wills in a more aggressive version of the Clonal Pokeweedians (page III.333). Plants like colossal Virginia creepers have overgrown the normal trees to capture most of the sunlight. Where no trees grow, aerial roots support the canopy, which now extends to the Atlantic.

In its shade prowl Creeperlings, stunted parodies of humans, the color of new roots, hunting any animal they find. Their nocturnal cousins, the Inluminoids, show greater curiosity, eager to steal and learn.

By day, exploration of West Zevenaar will attract d4 Creeperlings, who keep just out of sight. Anyone keeping watch will hear furtive movement around corners, under eaves, and so on. Every hour, another 2d4 Creeperlings join the first. When the Creeperlings outnumber the explorers by two to one, they attack.

CREEPERLING: **Armor** 13, **Move** 90', 1 Hit Die, 4hp, bite or stomp d4, **Morale** 12. Three Creeperlings will emit pollen; make a saving throw versus Paralyzation suffer paralysis.

After resolving the encounter, begin the procedure again. At sundown, Creeperlings ascend to the upper story of the Creeper to spend the night.

By night, exploration of West Zevenaar will attract d4+z Inluminoids. The Inluminoids work together to steal from the strangers. They will endeavor to steal one item per Inluminoid over the course of the first night; the next night, they will try to steal two apiece, and so on.

INLUMINOID: **Armor** 13, **Move** 120', 1 Hit Die, 7hp, bite d4, **Morale** 8. Zone of darkness provides 50% cover against missile fire.



West Zevenaar

The village comprises a dozen houses clustered around a crossroads and another dozen scattered among fields of tobacco and food crops, now wilted in the shadow of the Creeper.

Each house has three qualities: a Distinction that set this family apart from neighbors, a Surprise for the explorers, and some Weirdness related to the Creeper. For each house, roll 3d12.

West Zevenaar Houses

Roll 1d12	Distinction	Surprise	Weirdness
1	Boat: near the house a ten-person launch sits propped on logs, inverted and covered by a tarpaulin. In an outbuilding, one finds oars, sails, rope for rigging, and so on.	Apostasy: On the walls, someone has written Dutch blasphemies against the god who allowed this catastrophe to befall the village.	Arranging: In each room, loose objects sit in a row, lined up according to mass.
2	Fire: a fire destroyed (d8 × 10%) of this house	Burial: One floorboard lies askew, suggesting what lies below: three graves directly beneath the house. Each contains a crude coffin and the body of a person mauled or partially devoured by Creeperlings.	Autopsy: Fruit flies and a stink like rotten melon fill the house. On a table lies something resembling a purple berry two feet in diameter. Knives, mallets, and a saw lie nearby. Someone has peeled back part of the rind to reveal a fetal Creeperling, now rotting.



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Roll 1d12	Distinction	Surprise	Weirdness
3	Improvement: the family abandoned this house with a new ell half-built	Deadfall: A room of smashed furniture conceals a deadfall trap: an incautious explorer will suffer d4+1 points of damage when a weighted pole-axe falls on her.	Biblioclasm: Someone or something has taken apart a 1610 printing of the Luther Bible and laid the individual pages flat, covering every horizontal surface. This agency then closed the doors and shuttered the windows to keep the wind out. But just in case, it left a pebble on every page to hold it in place.
4	Livestock: this farm has a barn twice the size of any of its neighbors, with a third-story hayloft	Death: The overwhelming stench of putrefaction tells where a family of four boarded themselves into an interior room weeks ago. The children and father bear gunshot wounds to the head; the woman bears no obvious injuries. Among the remains lie two pistols and no remaining ammunition.	Breeder: In through a window of this house grew a blood-red stalk of Creeper, branching to end in 3d8 purple spheres two feet across. Any noise or commotion here prompts two events: first, any Creeperlings stalking the party immediately attack. Second, the berries begin to split, and d4 mewling Creeperlings emerge every round until all pods hang empty. They exit their pods ready to kill.





<i>Roll 1d12</i>	<i>Distinction</i>	<i>Surprise</i>	<i>Wondrous</i>
5	Poverty: the house has furnishings of poorer quality than its neighbors. Double the chances of any furniture, doors, or stairs breaking if put under strain.	Firearm: On the dining table lies a fowling piece of the highest quality. Beside it lie ramrod, wadding, powder, and shot. The room shows no signs of struggle.	Copying: Using a carpenter's pencil, someone or something has copied onto the walls the entire van Liesvelt Bible: not just the text, but the layout of each page. These transcriptions cover every vertical surface.
6	Prosperity: the house has furnishings of better quality than its neighbors. Careful search reveals (5d20)sp worth of forgotten items (for example, a silver cruet).	Grief: Someone nailed shut the door to this small bedroom, which contains a child's bed, various toys, and a child's clothing and keepsakes. The best set of clothing lies arranged on the bed in a human outline.	Desiccation: 2d6 Creeperlings, their heads crushed or burst, hang from the mantel, drying.
7	Secondary Trade: baker	Letter: Someone has nailed a letter to the front door, but rain has blurred the text beyond legibility.	Diagrams: Chalk lines graph a set of functions that continues from one wall to the next, crawling through the house. Any Magic-User who studies them for an hour can double her effective caster Level for her next three castings of <i>Summoning</i> .



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Roll 1d12	Distinction	Surprise	Weirdness
8	Secondary Trade: blacksmith	Library: This house still contains several dozen books, including a van Liesvelt Bible of 1542, bearing christening records of five generations. Nearby, leather cases hold a collection of maps depicting the borders of this alternate Earth.	Excruciation: Someone has nailed half a dozen Creeperlings to the interior walls of the kitchen. One of the Creeperlings appears to have died while pulling a nail from its other arm.
9	Secondary Trade: cooper	Loot: A coffer holding (2d20 × 1,000)sp worth of coins and jewelry lies amid overturned furniture and bloodstains. In the fireplace, a loose stone hides a niche that once hid the coffer.	Feeder: In through a window of this house grew a stalk of Creeper, and it laid down a digestion pod in the kitchen. Creeperlings feed animals and animal parts to this five-foot pod. Harmless, it will only open in the presence of live Creeperlings. If harmed, d20 Creeperlings will swarm to its defense every minute for the next five.





<i>Roll</i> <i>1d12</i>	<i>Distinction</i>	<i>Surprise</i>	<i>Wondrous</i>
10	Secondary Trade: dry goods merchant	Message: Dutch writing on a plaster wall tells visitors the location of a cave where some of the villagers have fled to await help.	Glyphs: Charcoal graffiti in characters unknown on Earth covers the walls, floor, and ceiling of one room. A spell of translation reveals a technique for the calculation of mantic probabilities that will double the efficacy of any spell of divination, scrying, or perception. The technique works up to three times; after that, the Earth has rotated too far out of alignment.
11	Secondary Trade: miller	Pit: A room scattered with debris conceals a pit trap: an incautious explorer will suffer d6+1 points of damage when she breaks through half-sawn floorboards, falling into the cellar.	Impalements: 2d6 Creeperlings hang impaled on stakes around the house.
12	Secondary Trade: tailor	Weapons: d4+1 firearms and d4+1 mêlée weapons lie among bloodstains and upset furniture.	Ossuary: Here lie the gnawed and disarticulated skeletons of over a dozen humans of various ages, amid bloody footprints suggestive of human children.



XI: OTTERWORLD

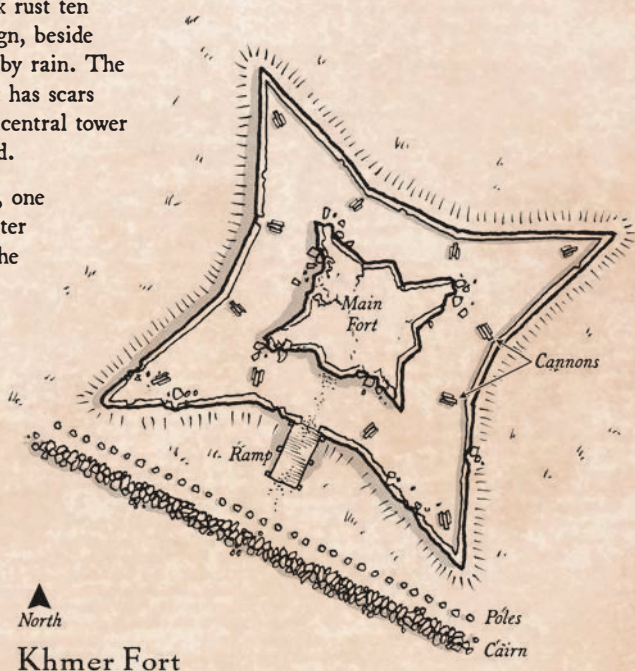
This ruined Khmer fort stands on land that the adventurers might recognize as Cape Henry, on the southern side of the entrance to Chesapeake Bay.

On this alternate Earth, Otter People—bipedal, tool-using descendants of otters—rule the Americas. During the Quaternary Glaciations, they tried to cross Beringia into Eurasia, but humans halted their expansion; Otter People, in turn, prevented humans from migrating into North America. But now humans have returned to the hemisphere with new technologies and new goals.

The Khmer Empire vies with the New Mamluk Sultanate to establish claims along this coast. Last year, a Mamluk fleet bombarded this fort and forced its surrender, but during that surrender, a force of several thousand Otter warriors launched a surprise attack against both human factions. The Mamluks, struggling to repel non-human boarders, left the Khmers to their fate.

On the fort's main deck rust ten cannons of Khmer design, beside kegs of powder spoiled by rain. The seaward side of the fort has scars from cannon fire. The central tower of the fort has collapsed.

Through the Spacehole, one cannot see what the Otter People left behind on the landward side. Anyone who goes through the Spacehole and faces inland sees the burnt ruins of the fort, where amid the spring grasses, human bones lie scattered.



Khmer Fort



The Cairn and the Skulls

After slaughtering the remaining Khmers and setting their buildings aflame, the Otter People held a funeral for their own 408 honored dead, laying them side by side in a trench before the fort. Over this trench they built a cairn of stones, cobbles gathered from outside the fort (because the Otter People consider the fort unclean).

The Otter People then threaded onto thirty-one poles the heads of the 371 Khmers and set them into the ground between the cairn and the fort. The rest of the human remains, the victors left for the birds.

Each pole bears eight to twelve skulls. To the heads, the victors fastened mementos of the slain enemy, but a year in the elements has scattered to the ground these coins, earrings, buckles, spectacles, rusting daggers, gold pendants, teeth, and human scalps. Twelve hours of hands-and-knees picking will recover (3d8 × 100)sp worth of precious metals, much of it inscribed with Khmer script.

The Jewels and their Curse: Waking with the Dead

Of this loot, six pieces of jewelry show exceptional craft: a pendant, three rings, and two unmatched earrings. Any person who carries even one of these objects becomes subject to their curse. Sleep now brings nightmares in which the sleeper seems to awaken smothering amid inhuman corpses, decomposing in a cairn. This nightmare awakens the sleeper, and her cries awaken anyone nearby.

Anyone so cursed no longer recovers hit points from normal rest, and a spellcaster recovers spells as if one experience Level lower. Every month she suffers from the curse, she loses d4 Wisdom from the strain.

Discarding the jewelry does not end the curse, but returning it to the cairn does. *Remove Curse* ends the nightmares for one person, but it does not render the jewel safe.



The Cairn and its Curse: Taker of the Last-Born

One who disturbs the stones of the cairn suffers a different curse. Anyone who removes cobbles will hear movement beneath the cairn, as of things scuttling to escape the light. Continued displacement reveals no living creatures, but only the decomposing remains of Otter warriors, who lie face-up, arms crossed, their weapons at their feet. Anyone nearby hears unmistakable scuttling from other parts of the cairn.

The next time night falls, a group of what look like Otter Person warriors—twice as many as the adventurers—will openly approach the party, stopping at the edge of the firelight (or, on a moonlit night, fifty yards away). There they begin a ritualized war dance, clapping spears against shields, chanting with nonhuman voices.

If attacked, they will appear to suffer wounds, even helping injured comrades to safety, but they will continue their song as long as any remain. If more than half fall, a second wave of warriors emerges from the shadows to continue the performance.

As these spirits praise the valor of human-killing heroes, the Taker of the Last-Born, who guards the cairn on their behalf, manifests a few paces behind the adventurers.

THE TAKER OF THE LAST-BORN: **Armor 12, Move 120', 4 Hit Dice, 18hp, touch d4+1 or Intelligence loss, Morale 12.**

The Taker will attack only those who physically disturbed the cairn. Destroying or driving it away causes the Taker to manifest again on the following night, but with two more Hit Dice. Anyone who attacked the Taker on the first night now becomes a target of its attacks.

Carefully restoring the cairn will placate the Taker. But failing to do so means that the Taker will visit every night, on any Earth, as long as the desecrators live. A *Remove Curse* or other powerful exorcism frees one person.





Exploring

If the adventurers decide to explore, then for every six hours of travel, roll d12.

Otterworld Encounters

Roll

1d12 Encounter

- 1 **Bear, Red:** treat as a Lesser Short-Faced Bear (page III.408)

BEAR, RED: **Armor** 14, **Move** 240', 6 Hit Dice, 35hp, bite 2d6 or two claws for d8 each, **Morale** 10. If both claws hit, bear pins for automatic bite next round.

- 2 **Lion, Spotted:** treat as a Cave Lion (page III.408)

LION, SPOTTED: **Armor** 14, **Move** 360', 5 Hit Dice, 25hp, one bite for d10 or two claws for d6+1, **Morale** 10. Ambush grants +5 against a surprised target; bitten target suffers damage until it breaks grapple.

- 3 **Sabre-Toothed Tiger:** treat as a Sabre-Toothed Cat (page III.409)

SABRE-TOOTHED TIGER: **Armor** 14, **Move** 120', 4 Hit Dice, 20hp, two claws for d6, **Morale** 10. Ambush grants +5 against a surprised target; if both claws hit, target must save to avoid immediate bite.

- 4 **Wolf, Black:** pack of 3d6 (page III.413)

WOLF, BLACK: **Armor** 14, **Move** 360', 1 Hit Die, 6hp, bite d6, **Morale** 7. Victim of a bite must win an opposed grapple check, or the wolf hangs on and worries for d4 per round.

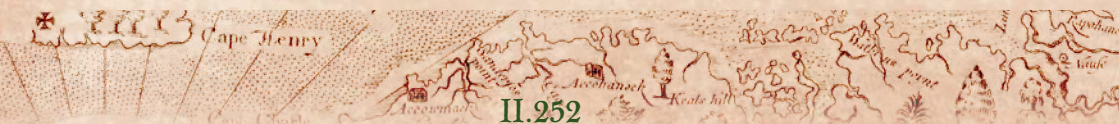
- 5 **Mammoths, Brindle:** herd of d4+1: treat as mammoths (page III.409)

MAMMOTH, BRINDLE: **Armor** 14, **Move** 120', 13 Hit Dice, 64hp, stomp for 2d12 or tusk rake for 2d6, **Morale** 10. Tusk rake can sweep multiple targets.

- 6 **Human Skulls:** beside a tree, 2d6 skulls once belonging to a Khmer expedition hang threaded on a pole set into the ground

- 7 **Otter People:** trade party of 4d6 bearing copper, obsidian, feathers, and freshwater pearls to a village in a neighboring drainage

OTTER PEOPLE: **Armor** 14, **Move** 120' (land) 240' (water), 2 Hit Dice, 10hp, bite d4 or by weapon, **Morale** 9.



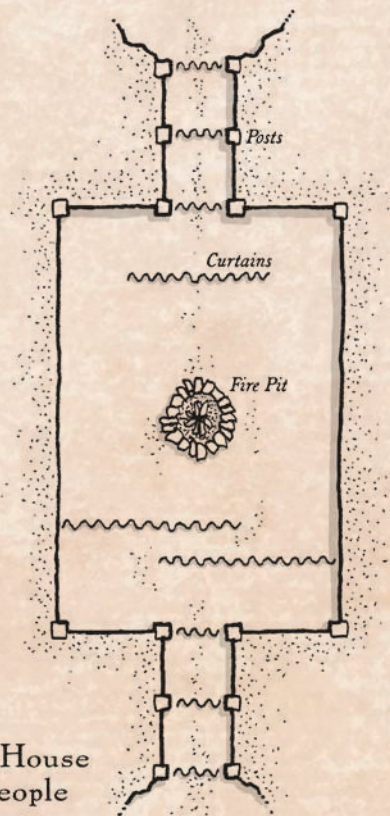
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Roll

1d12

Encounter

8	Otter People: 2d6 tend or harvest semi-wild plants. If the gardeners cry for help, then in five minutes a war party (#12, below) arrives from the nearby village. Five minutes after that, two more war parties arrive.
9	Otter People: reconnaissance party of 2d6, en route to survey the ruined fort
10	Otter People: hunting party of 2d6+2, on the trail of some dangerous predator. (Roll d4 on this table for the predator.)
11	Otter People: raiding party of 2d8+2 warriors, en route to rival village
12	Otter People: war party of 3d8+2 warriors, seeking to kill the adventurers



Underground House
of the Otter People



XII: CORPSE KINGDOM OF THE WESTERN GATE

Overview for the Referee

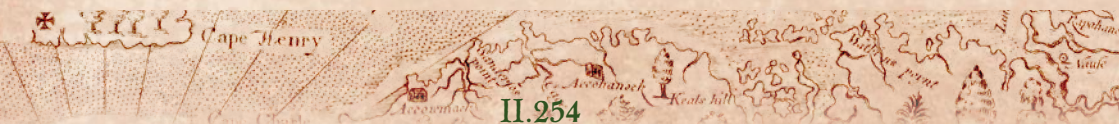
Within the Jiayuguan fort, keyed encounters present relatively fixed challenges, but three of the Corpse Kings circulate around the fort. So for every hour that the party spends exploring, the Referee should roll for the locations of the Axial Revertebrator, Incinerant Cranioraptor, and Pneumal Inhalationist. Nobody guards the fort's walls, and unless visitors attack the Corpse Kings or disrupt the work of the Thralls, the Corpse Kings will ignore visitors who keep their distance.

Background: Arrival of the Corpse Kings

In the seventeenth century, the Manchus captured the Chinese state, overthrowing the Ming Dynasty. Although the Han Chinese outnumbered the Manchus by three hundred and fifty to one, the Manchus' Great Qing Dynasty eventually expanded the territory and power of the Empire. For a hundred years, the Manchus assimilated to Confucian values and Chinese statecraft, while the Han reciprocated by assimilating to the Manchus' eight-banner system of military organization.

By the 1750s, Jiayuguan (or Chia-yü-kuan, depending on the Romanization system), the westernmost garrison on the Great Wall, provided a staging point for Qing military expeditions into Central Asia. Like soldiers elsewhere, those at Jiayuguan joined the army for reasons ranging from patriotism to ambition to the need for hot meals. To most of these Han soldiers, Manchu control of the state mattered less than the opportunities that the state offered them.

Then in 1755, extradimensional aliens appeared at the fort, possessing the bodies of half a dozen humans, and then used their spaceship to clear other life from the planet. These Corpse Kings enslaved three hundred of the fort's soldiers by addicting them to Corpse-Milk, then employed these addicted Thralls to build a higher-dimensional Antenna. The Corpse Kings will use this Antenna to call for rescue.



The Pass

The Spacehole opens on to the high desert of Jiayu Pass, facing east from the spot where the wizard Lubsang cast his fateful spell. To the north and south rise mountains, while away to east and west stretch plains.

The adventurers immediately notice several oddities.

STRANGE ANGLES: To creatures and objects who come here through the Eye of the Warp, gravity pulls differently, such that the plain feels tilted 4d6% from horizontal.

Roll d8 to generate a compass heading: this heading represents “uphill” to the adventurers. To everyone and everything else, gravity pulls normally. An adventurer and a Thrall, standing upright side by side, point in different directions.

Moreover, this also applies even to inanimate objects carried through the Spacehole, which hang and fall “wrong,” according to local gravity. Anything that the adventurers pick up at the Fort obeys local gravity.

Apply this in periodic Dexterity checks to prevent mishaps, or small penalties for actions involving local tools. But let the Strange Angles benefit the adventurers, too: for example, if they want to climb something “with” rather than “against” imported gravity.

THE RING: A ring of pale green, a dozen times wider than the Moon, arches across the southern sky. By day visible in the clear desert skies, by night it casts a green light brighter than a full moon. In the ring orbits most of the Earth’s former life.

THE IMPOSSIBLE TOWER: From inside the Fort a dark shaft rises, dwindling into a hairline lost in the zenith. As one nears the fort, irregularities in this tower become visible as oval bulges that catch the sunlight. This tower, the infinitely-growing Oothecal Incubist (page III.342), will appear in the dreams of every person who sees it, every night, for the rest of their lives, reducing by one the hit points they recover from a night’s rest. (Treat as a *Curse*.)

DUST PLANES: In the sky above the fort, dust lingers in vertical planes that suggest immense prisms or walls of glass. To an observer trained in mathematics or surveying (for example, having an Architecture skill above one), the planes suggest a heptagram three miles across, projected a mile into the sky, and centered above the Antenna Quarters (area #7).

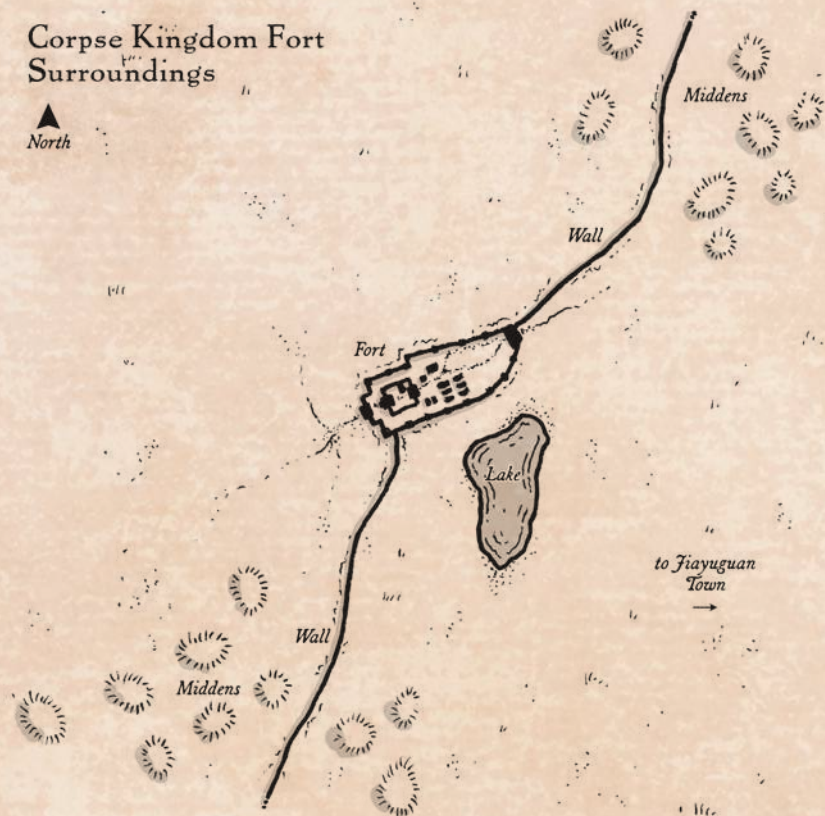
MIDDENS: Heaps of mostly plant remains lie to the northeast and southwest of the fort. After the Thralls ate all the food stores in the fort and the neighboring Jiayuguan Town, and the fort’s livestock, the Corpse Kings began teleporting down from the Ring heaps of the organisms to feed their workforce. But the Pneumal Inhalationist (page



III.343) brings these organics down in bulk, not to order, so to find edible plants and animals, the Thralls must rake through heaps of vacuum-dried willows, lichens, krill, prairie grass, ceiba trees, and an omnipresent gray-green snow of plankton. From the Middens the Thralls also take firewood, which keeps them from dismantling the fort for fuel.

Without vegetation to hold down topsoil, the Earth has experienced a planet-wide dust bowl. The middens have supported an explosion in the population of flies, cockroaches, and rats that the Corpse Kings inadvertently preserved in the fort. With the rats have come fleas, and plague (page II.257).

Corpse Kingdom Fort Surroundings



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If the Corpse Kings see the party emerge from or retreat into the Spacehole, they will depute a group of 3d6 well-armed Thralls to guard the place, with instructions to blow a cavalry horn should anyone approach or emerge. But they will not send Thralls through except to retrieve stolen Space Pellets (page II.270). The Corpse Kings themselves will only traverse the Spacehole to Virginia if they lose more than two thirds of their workforce and need to conscript new labor.

The Thralls

The Corpse Kings have addicted these soldiers to the milk of the Merciful Deincarnatrix (area #9). Corpse-Milk makes the Thralls not only compliant to the will of the Corpse Kings, but also resistant to the diseases now thriving in the fort's unsanitary conditions.

THRALL OF THE CORPSE KINGS: **Armor** 12, **Move** 90', 0 Level, 4hp, +1 to hit with either bow d6 or with mêlée weapon d8, **Morale** 9. Searching a Thrall or his belongings risks exposure to plague.

The Thralls suffer from plague (see callout box). Many have buboes—enlarged lymph nodes in the groin, armpits, and neck—and many of these buboes rupture and drain, but the Thrall's diet of Corpse-Milk retards the septicemia and acral gangrene that should have already killed most. The Thralls reek, and scratch, and complain, but they carry on, their blood sickening more fleas. Of the original three hundred soldiers that the Corpse Kings saved, only a third have died.

Anyone searching a Thrall or a Thrall's bedding must make a saving throw versus Poison at +4 contract plague. Anyone who dons a garment worn by a Thrall in the past hour automatically contracts plague.

Many Thralls believe that they now inhabit one of the Ten Courts of Chinese Hell or one of the *narakas* of Buddhist purgatory, and they often argue at length about which one.

Plague

INCUBATION: 4 days
INFECTION TIME: five days
INTERVAL: six hours
EFFECT: lose 4d Constitution to fever, cramps, nausea, pneumonia, buboes, and sepsis

When fleas sickened with Yersinia pestis bite, they vomit into the wound, passing the infection to their host. In severe infections, buboes rupture, and extremities blacken from necrosis.

Thralls meeting foreigners (even foreigners from the wrong century) will not doubt their senses. Instead, the meeting will confirm that they inhabit some eschatological realm of suffering to which even barbarians must come to purge their crimes.



Thrall Belongings

In the three years since the arrival of the Corpse Kings, the thralls have picked over the town of Jiayuguan. Many carried back valuables, especially money, for which they found they had little use. Thralls lucid enough to gamble in their non-laboring time now routinely bet sums larger than they ever saw in their old lives.

Before the arrival of the Corpse Kings, the cast-bronze “cash coin,” worth $1/20$ sp, functioned as the Qing Empire’s lowest unit of currency. Issued by various mints, cash coins have square holes in their centers, allowing users to string them in groups of a hundred or a thousand. Such strings now lie around the fort, forgotten.

Proper silver coins (1sp) hail from the former Empire and from parts west and south, bearing inscriptions in Chinese, Arabic, Manchu, or multiple scripts. These lie disregarded underfoot or used as stones in games of *weiqi*; anyone who simply wishes to gather silver coins can find $2d100$ per hour of sifting through dust and rubbish. Assume the fort contains thirty thousand.

Decorative ingots (*yuanbao*) of silver and gold represent larger sums. Usually shaped like boats or saddles, and often stamped with decoration by their smiths, these ingots have no standard denomination, so weight determines value. A typical silver ingot fetches ($2d4 \times 100$)sp; gold, ($2d6 \times 300$)sp.

Every thrall carries from zero to three ingots ($d6$ minus three), the first two in silver, and the possible third in gold.

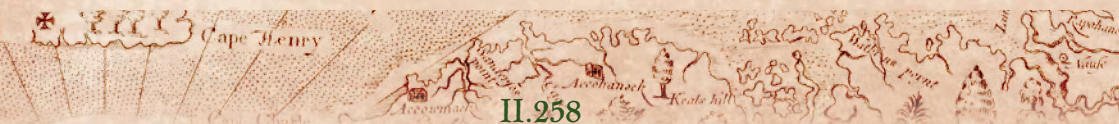
Roll twice on the table below for any thrall, and twice more for any thrall’s sleeping area. Searching either risks exposure to plague (page II.257).

Thrall Belongings

Roll

$1d100$ Belongings

Roll	Belongings
1	acupuncture kit: needles in leather roll inked with meridian diagrams
2	armor, brigandine coat (see “Armor,” page II.264); Armor 15
3	armor, officer’s embroidered brigandine coat; Armor 15
4	armor, officer’s silk-embroidered brigandine coat; Armor 15
5	bronze cash coins, string of one thousand, worth 50sp
6	Buddhist prayer beads, wooden, string of 21
7	Buddhist prayer beads, wooden, string of 28
8	Buddhist prayer beads, wooden, string of 108



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Roll

1d100 Belongings

9	candle
10	comb, silver, worth 5d20sp
11	comb, wooden
12	cupping kit: glass cups in felt-lined lacquer box
13	dagger, ornamental handle and scabbard, worth (2d4 × d100)sp
14	deel surcoat, Torgut Mongol, silk, folded and wrapped to keep it clean
15	dominoes, wooden
16	doppa hat, Tajik
17	doppa hat, Uyghur
18	duck eggs, 2d4, from the pond south of the fort
19	ear-cleaning kit: probes, swabs, tongs, tuning fork, and head mirror, worth 3d20sp
20	erhu violin, with bow
21	fan, folding, paper
22	fan, folding, silk
23	fish, dried (from orbit)
24	flute, <i>dizi</i> , wooden
25	flute, <i>xun</i> , clay
26	fruits, orbitally dried
27	gold bracelet, worth (2d4 × 100)sp
28	gold necklace, worth (2d8 × 100)sp
29	gold pendant, worth (d12 × 100)sp
30	gold ring, worth (2d6 × 100)sp
31	government official's hat (<i>guanmao</i>), summer, with pearl finial, worth (2d4 × 100)sp
32	government official's hat, summer, opal finial, worth (2d6 × 100)sp
33	government official's hat, winter, ruby finial, worth (3d8 × 100)sp
34	government official's surcoat with embroidered mandarin square, filthy and ragged
35	government official's surcoat with embroidered mandarin square, clean but mended
36	greens, from the fort's garden
37	helmet, officer's, tasseled and feathered; +1 to Armor
38	helmet, officer's, tasseled, feathered, with silver filigree, worth (d4 × 100)sp; +1 to Armor



39 helmet, officer's, tasseled, feathered, with gold filigree, worth (2d4 x 100)sp; +1 to
Armor

41 incense sticks, 2d20

42 jade document-stamping seals, governmental, 2d4, worth 200sp each

43 knife, cleaver; d6 damage

44 knife, filleting; d4 damage

45 letter, in Chinese, informing the addressee (not the bearer) of the birth of his first son

46 letter, in diplomatic Russian

47 madak (opium-infused tobacco), d4+1 smokes

48 *ma huang* plant (*Ephedra sinica*), ground: If prepared correctly, this packet of ground leaves makes four doses of a stimulant drink. Each dose lasts eight hours, during which time the user's Dexterity and Wisdom rise by two points each, and she has neither the need nor the ability to sleep.

49 *Map of Dzungaria*, commissioned by Galdan Tseren (labeled in Mongolian)

50 *Map of Nine Rivers of Jilin*, anonymous, handmade copy (depicting the Manchurian-Russian border, labeled in Manchu)

51 *Map of the Myriad Countries of the World*, Matteo Ricci, 1608 version, in a leather valise; unfolds to five feet by twelve feet, in six panels (labeled in Chinese), worth 3,000sp

52 mirror, hand, framed in ebony and silver, worth 500sp

53 mirror, steel, signaling

54 moxibustion kit (moxa plugs, moxa roll, meridian diagram)

55 officer's dress surcoat with embroidered mandarin square, filthy and ragged

56 officer's dress surcoat with embroidered mandarin square, filthy but mended

57 pearl necklace, worth $(2d20 \times 100)sp$

58 pearl pendant, (d20 x 100)sp

59 playing cards, Chinese Great Man deck

60 playing cards, Chinese money suits

61 playing cards, Chinese Six Tigers deck

62 prayer rug, Turkmen

63 prayer rug, Uzbek

64 Quran, Arabic with parallel Chinese



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Roll

1d100 Belongings

65	rat, whole, roasted, wrapped in a letter promoting an officer to a higher post
66	raven, half, roasted, wrapped in a letter from a son away at boarding school
67	razor and strop
68	scholar's surcoat with embroidered mandarin square, filthy and ragged
69	scholar's surcoat with embroidered mandarin square, filthy but mended
70	scholar's surcoat with embroidered mandarin square, clean and folded in sack, worth (d4 × 100)sp
71	seeds or legumes (from orbit)
72	silver bracelet, worth (2d20 × 100)sp
73	silver ring, worth (d12 × 100)sp
74	silver ingot, large, worth 1200sp
75	silver ingots, 2d4, each worth 500sp
76	silver ingots, d8, worth 300sp each, and one gold ingot, worth 2,000sp
77	silver ingots, d4, worth 500sp each, and gold ingots, 2d4, each worth 2,000sp
78	silver ingots, 2d6, worth 800sp each, and one gold ingot, worth 3,000sp
79	silver ingots, 2d8, worth 600sp each, and gold ingots, 2d4, each worth 2,000
80	silver necklace, worth (2d6 × 100)sp
81	silver pendant, worth (2d4 × 100)sp
82	sperm-whale teeth, d4+1 (20sp each)
83	<i>Tantra of the Secret Quintessence</i> , by Garab Dorje (in Mongolian translation)
84	<i>taqiyah</i> hat, Hui Muslim
85	tobacco pipe, clay (broken), with forgotten pouch of tobacco
86	tobacco pipe, jadeite (no tobacco), worth (2d4 × 100)sp
87	tobacco pipe, jadeite (no tobacco), worth (2d8 × 100)sp
88	tobacco pipe, wood (no tobacco)
89	toolkit, calligraphy, plain: brushes, ink stone, ink stick
90	toolkit, calligraphy, fine: brushes, ink stone, ink stick, desk pad, seal paste, and jade seal, worth (d4 × 100)sp
91	toolkit, farrier's: rasp, nails, pick, hammer, and nippers, worth 3d20sp
92	toolkit, jeweler's: loupe, tweezers, picks, solder, burnishers, and felt pads, worth (5d20)sp
93	<i>Trilogy of Natural Ease</i> , by Longchen Rabjam (in Chinese translation)
94	<i>weiqi</i> mat, bamboo, with black and white stones



Roll

1d100 Belongings

95	whiskey (Jiayuguan <i>baijiu</i>), light fragrance, clay jar (full)
96	whiskey (Lanzhou <i>baijiu</i>), strong fragrance, glass bottle (half full)
97	wine (Shaoxing <i>huangjiu</i>), dry, glass bottle (unopened)
98	wine (Lanzhou <i>huangjiu</i>), semi-dry, clay jar (half full)
99	wine (Xi'an <i>huangjiu</i>), sweet, glass bottle (almost empty)
100	<i>xiangqi</i> set: wooden chessmen; lacquer box doubles as board

Thrall Family Names

Roll droo for a Chinese surname.¹

01-25	26-50	51-75	76-100
1 白 Bái	26 侯 Hóu	51 潘 Pān	76 武 Wǔ
2 蔡 Cài	27 胡 Hú	52 彭 Péng	77 夏 Xià
3 曹 Cáo	28 黃 Huáng	53 錢 Qián	78 向 Xiàng
4 常 Cháng	29 賈 Jiǎ	54 喬 Qiáo	79 蕭 Xiāo
5 陳 Chén	30 姜 Jiāng	55 邱 Qiū	80 謝 Xiè
6 程 Chéng	31 蔣 Jiǎng	56 任 Rén	81 熊 Xióng
7 崔 Cuī	32 金 Jīn	57 邵 Shào	82 徐 Xú
8 戴 Dài	33 康 Kāng	58 沈 Shěn	83 許 Xǔ
9 鄧 Dèng	34 柯 Kē	59 石 Shí	84 薛 Xuē
10 丁 Dīng	35 雷 Léi	60 史 Shǐ	85 閻 Yán
11 董 Dǒng	36 黎 Lí	61 宋 Sòng	86 嚴 Yán
12 杜 Dù	37 李 Lǐ	62 蘇 Sū	87 姚 Yáo
13 段 Duàn	38 梁 Liáng	63 孫 Sūn	88 葉 Yè
14 方 Fāng	39 廖 Liào	64 覃 Tán	89 易 Yì
15 范 Fàn	40 林 Lín	65 譚 Tán	90 尹 Yǐn
16 馮 Féng	41 劉 Liú	66 湯 Tāng	91 余 Yú
17 傅 Fù	42 龍 Lóng	67 唐 Táng	92 袁 Yuán
18 高 Gāo	43 盧 Lú	68 陶 Táo	93 曾 Zēng
19 龔 Gōng	44 陸 Lù	69 田 Tián	94 張 Zhāng
20 顧 Gù	45 呂 Lǚ	70 萬 Wàn	95 趙 Zhào

¹ These romanizations use Hanyu Pinyin.



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01-25	26-50	51-75	76-100
21 郭 Guō	46 羅 Luó	71 汪 Wāng	96 鄭 Zhèng
22 韓 Hán	47 馬 Mǎ	72 王 Wáng	97 鍾 Zhōng
23 郝 Hǎo	48 毛 Máo	73 韋 Wéi	98 周 Zhōu
24 何 Hé	49 孟 Mèng	74 魏 Wèi	99 朱 Zhū
25 賀 Hè	50 莫 Mò	75 吳 Wú	100 鄒 Zōu

The Fort

WALLS: Defensive walls rise thirty feet, sloping inward, made of mud bricks over a base of rammed earth. Three multi-story guardhouses once overlooked the fort, but only one remains.

The top of each wall measures twelve feet across. Battlements six feet high provide cover as well as loopholes for gunners and archers. Roofed shelters cover guard stations. Every few dozen yards, one spies a rat-hole that looks much too large. In the dust around these, close inspection reveals the prints of Incubants (page III.363), which suggest both insect and human child.

Now that no armies threaten and no Emperor commands, no one patrols these walls. The Thralls bring their dead up onto the Outer Wall for a lazy version of sky burial: they strip the corpse and leave it for the crows. At night, Incubants creep from their holes to scuffle over what the birds leave. The bones of over a hundred former soldiers now bleach in the sun, often tumbling down the walls.

HORSE RAMPS: These run parallel to open staircases, permitting the defensive movement of artillery between the ground and the battlements.

BRONZE POTS: Originally used to store water to fight fires, these enormous bronze pots now hold scummy puddles. The Thralls drank the water, and they have eaten the horses and camels that once hauled water to replenish the pots. Carrying water by hand has become a detested and much-avoided chore.

Of Arms and Thralls

Thralls no longer keep good military order. By day, only one in three wears armor or carries a weapon (never both). But by night, those few who venture out of the Central Courtyard always go armed and armored, for fear of Incubants.

In every corner of the fort, weapons and armor lie dusty, under blankets, holding up lean-tos, or even buried. In a call to arms, only one third of the Thralls can have a



weapon ready for the following round. The next third of the Thralls will need three rounds, and the final third will need a full minute.

Getting even a third of the Thralls into armor will take twenty minutes.

Firearms

ARTILLERY: Once, the Western Gatehouse, Central Gatehouse, and Eastern Gatehouse each sheltered two cannons, kept at the ready. These fire nine-pound shot and require three soldiers to load, aim, and fire. But now, only three cannons remain with intact carriages, two at the Central Gatehouse (#5) and one at the Eastern Gatehouse (#8). Because the Thralls have neglected the cannons, each will require thirty minutes of cleaning to restore to safe working order.

WALL GUNS: Racks in the Gatehouses hold these heavy arquebuses, which fire balls over an inch in diameter.

Wall guns have a one in six chance of misfire, but they inflict **d10** damage. At short range, they ignore five points of Armor.

A shooter must either brace in a battlement (the usual method) or use a fork rest. Otherwise, suffer a -4 to hit, and after firing make a Dexterity or Strength check to avoid either (A) falling down or (B) both losing a hit point and dropping the gun (player's choice).

Armor

The soldiers once carried shields of rattan and wore suits of brigandine armor, composed of metal plates sewn together and then covered in quilted fabric. A full suit of brigandine—coat, helmet, gorget, skirts, and sleeves—provides an Armor of 17; the coat only, Armor 15. Officers' brigandine has embroidery indicating banner and rank.

Weapons

Thralls trained most with spear, bow, and the goose-quill saber (*yàn máo dāo*). Officers also trained with the more aristocratic double-bladed longsword (*jiàn*). All trained occasionally with axe, mace, and crescent-bladed halberd.



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Random Encounters at the Fort

The Living: Thralls and Incubants

By day, unless noted otherwise in the area descriptions, whenever the party enters a numbered area of the fort, they run a **one in three chance** of meeting a group of Thralls. Roll d12.

Thrall Encounters

Roll

1d12 Encounter

1-6	work crew of 2d6 Thralls
7-8	outbound Antenna crew of 3d4 Thralls
9	returning Antenna crew of 2d4 Thralls, carrying d3 Space Pellets (page II.270)
10	returning Antenna crew as above, but accompanied by the Axial Revertebrator
11	disgruntled Thralls: These 2d4 malcontents discuss the injustice of their lot in the division of labor at the fort or in the larger division of the cosmos. They will react to strangers with suspicion, but they will also see strangers as an opportunity to improve their situation.
12	Cult of the Cranioraptor: see page II.276.

THRALL OF THE CORPSE KINGS: **Armor** 12, **Move** 90', 0 Level, 4hp, +1 to hit with either bow d6 or with mêlée weapon d8, **Morale** 9. Searching a Thrall or his belongings risks exposure to plague.

By night, in any numbered area, but the Great Courtyard (#6), the party runs a one in three chance of meeting a pack of 2d4 Incubants.

INCUBANT: **Armor** 14, **Move** 120', 1 Hit Die (forty pounds), 5hp, sharp stick d4 or bite d3, **Morale** 8. In darkness, they surprise five in six times.



The Undead: Corpse Kings

By day, the three more mobile Corpse Kings change locations. Every hour, roll for the locations of the Axial Revertebrator, the Incinerant Cranioraptor, and the Pneumal Inhalationist.

AXIAL REVERTEBRATOR: **Armor 12, Move 120'**, 10 Hit Dice, 40hp, necrotizing touch d20, **Morale 10**. Regenerates damage from non-magical attacks.

By night, the Revertebrator stays in the Great Courtyard. By day, it always goes about with a crew of 2d4 Thralls; roll d12 for its location.

Axial Revertebrator Locations

Roll 1d12	Location
1	Area #1: Western Gatehouse
2	Area #2: Outer Wall
3	Area #3: Inner Wall
4	Area #6: Great Courtyard
5	Area #9: Eastern Courtyard
6	Area #13: Stables, receiving an Antenna component from the Colonic Reducer
7-12	Outside the fort, supervising Thralls in the installation of Antenna components (roll d12 for heading).

CORPSE KING: Incinerant Cranioraptor: **Armor 12, Move 60'**, 6 Hit Dice, 30hp, heat blast 2d6, **Morale 8**. Heat shield deflects or incinerates missiles.

Roll d12 for the Incinerant Cranioraptor's location.

Incinerant Cranioraptor Locations

Roll 1d12	Location
1	Area #1: Western Gatehouse
2	Area #2: Outer Wall
3	Area #3: Inner Wall
4	Area #5A: Central Gatehouse, first level
5	Area #5B: Central Gatehouse, second level
6	Area #6: Great Courtyard



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Roll

1d12 Location

7	Area #7A: Antenna Quarters, Entry Hall
8	Area #7B: Antenna Quarters, Tea Hall
9	Area #7C: Antenna Quarters, Kitchen and Larder
10	Area #7D: Antenna Quarters, Library
11	Area #7E: Antenna Quarters, Adjutants' Chambers
12	Area #7F: Antenna Quarters, Commander's Chambers

CORPSE KING: Pneumal Inhalationist: **Armor 12, Move 120'**, 4 Hit Dice, 30hp, vacuum kiss d4+1, **Morale 7**. Teleports attackers.

Roll d12 for the Pneumal Inhalationist's location.

Pneumal Inhalationist Locations

Roll

1d12 Location

1	Area #1: Western Gatehouse
2	Area #2: Outer Wall
3	Area #3: Inner Wall
4–5	Area #5A: Central Gatehouse, first level
6–7	Area #5B: Central Gatehouse, second level
8–9	Area #5C: Central Gatehouse, third level
10	Area #8: Eastern Gatehouse
11	Area #11: Garden Plots
12	Area #12: Kitchens and Larder



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Space Pellets

The Colonic Reducer (page III.338), who skulks around the disused Stables (area #13), disgorges these luminous chunks of exotic matter.

Thrall work crews collect Space Pellets using tongs and baskets, then deliver them to the Axial Revertebrator, who can handle them without harm. The Revertebrator takes each Pellet to its destined location outside the fort and meditates on it for one hour; at the end of this time the Pellet rises into the air, apparently shrinking away to nothing (but actually taking its place in the five-dimensional Antenna).

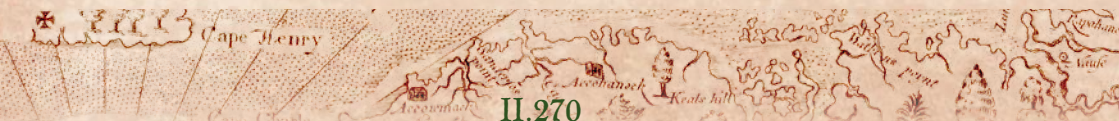
Space Pellets have strange effects on living flesh. Roll d8.

Space Pellet Effects

Roll	Effect
1d8	
1	deliquescence: the area touched sloughs away
2	exhalation: the toucher gains mass and size, and the Pellet shrinks
3	inhalation: the toucher loses mass and size, and the Pellet grows
4	petrification: the area touched calcifies
5	resination: flesh puckers, compressing into something like lacquer, as moisture dribbles away
6	sublimation: flesh turns to gas, blistering and boiling without heat
7	transmutation: flesh turns into an equal mass of plague bacilli (<i>Yersinia pestis</i>)
8	transparency

Anyone who touches a Space Pellet with bare flesh must make a saving throw versus Paralyzation. Success means that the person flinches or drops the Pellet in time, but failure means that 4d20% of the toucher's mass gets transformed. (The Referee shall determine survivability.)

A Magic-User who studied a Space Pellet in a laboratory would no doubt discover strange properties and stranger uses, but even an hour of informal investigation reveals that the Pellet will enable the spellcaster to cast one spell (randomly chosen from her repertoire) to her advantage. Roll d8.



Space Pellet Spell Effects

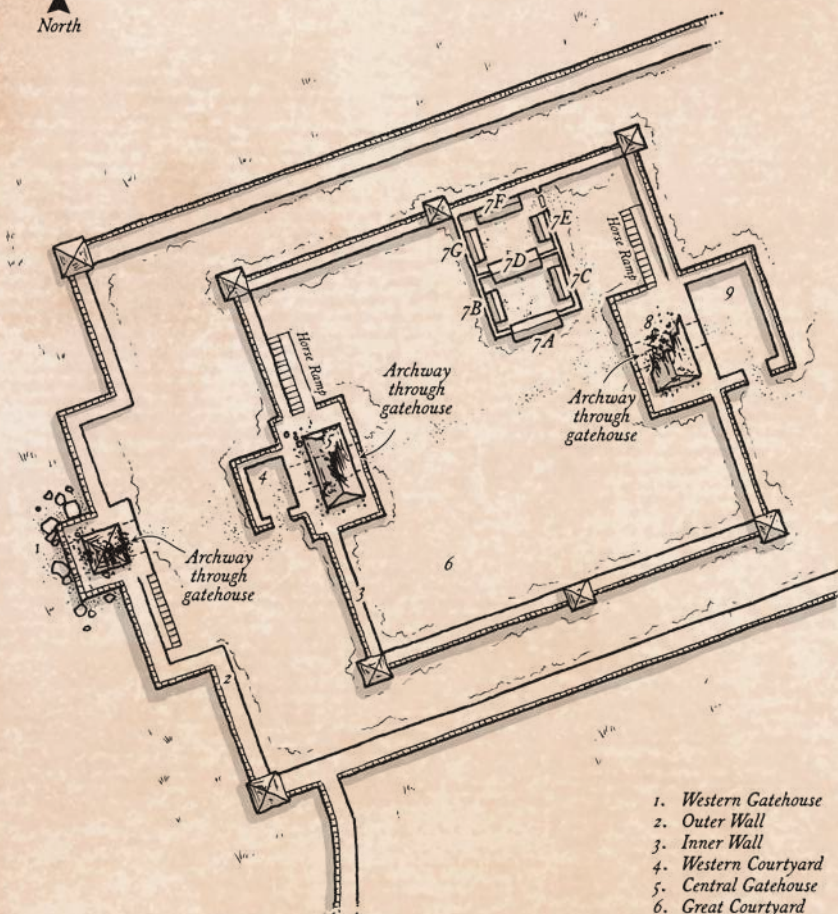
Roll	Effect
1	Double the spell's range.
2	Double the spell's duration.
3	Double the volume, mass, or number of targets affected by the spell (but not the intensity of the effect).
4	Add five to the effective Level of caster for this spell.
5	Cast this spell on her initiative turn without the use of normal verbal, somatic, and material components.
6	After casting the spell, a successful make a saving throw versus Magic means that the caster immediately regains the spell, ready to cast again. Each subsequent casting of this spell entails a -4 penalty to the save.
7	For determining spell slots, treat this spell as two Levels lower than its actual magnitude (with a minimum Level of one).
8	By teaching others a few magical phrases, the Magic-User can enable other persons to cast this spell from the Magic-User's head. Those persons must come within thirty feet of the Magic-User to cast the spell. This casting takes the surrogate caster a full round, requiring full concentration, and it uses up the spell's slot, but it requires no concentration or effort by the Magic-User herself.

The Magic-User must keep the Space Pellet within twenty yards to enjoy the effect. The Pellet will work for d4 castings before evaporating with a pop.

Due to astrological or humoral differences among casters, each Space Pellet affects a different spell from the repertoire of each Magic-User.

Keyed Areas : The Inner Fort

Corpse Kingdom Fort Inner (Areas 1 to 9)



1. Western Gatehouse
2. Outer Wall
3. Inner Wall
4. Western Courtyard
5. Central Gatehouse
6. Great Courtyard
7. Antenna Quarters
8. Eastern Gatehouse
9. Eastern Courtyard

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1. **WESTERN GATEHOUSE:** The charred and collapsed ruins of a three-story guardhouse overhang the fort's western gate. Thralls have carried away the less-burnt timbers and most of the unbroken roof tiles. Beneath the debris lie many ruined wall guns (see "Firearms," page II.264) and a cannon. Another cannon, the axle of its carriage broken, lists nearby, its bore choked with dust.
2. **OUTER WALL:** The Long Wall, better known to the world as the Great Wall of China, splits to surround the fort proper. This loop of Wall not only encloses the fort, but also the Theater (#10), Garden Plots (#11), Kitchen and Larder (#12), Stables (#13), and Latrines (#14).

Near the Western Gatehouse (#1), a horse ramp leads up on the inside of the wall. Atop the wall stand disused shelters, covered in graffiti. Thralls meet here to play cards and scratch their names into the bricks upwind of the latest "burial."

3. **INNER WALL:** This structure once provided an inner stronghold and a platform that allowed soldiers to concentrate fire down into the space between the Outer and Inner walls.

Thralls on the Inner Wall spit or urinate from between crenellations, trying to hit unsuspecting confrères below.

In the space between the Outer and Inner Walls, one can walk around the fort proper (areas #4-9) and proceed to the fort's outbuildings (areas #10-15). Doing so by day, one will always encounter at least d4 Thralls.

4. **WESTERN COURTYARD:**

Thralls and Incubants will not deliberately venture into the Western Courtyard. The musk of cockroach weights the air.

Any human who traverses the Western Courtyard—the base of the Oothecal Incubist (page III.342)—must make a saving throw versus Poison or become host to d4 Incubants, human-cockroach hybrids that begin to grow in the victim's lymph nodes (see callout box).

Incubation

If someone fails the make a saving throw versus Poison prompted by a visit to the Western Courtyard, then d4 of her lymph nodes begin to itch. After five minutes, each has grown into a mass like a bean under the skin. After ten minutes, each mass has grown into a writhing lump the size of a rat, causing excruciating pain. Surgery to remove the mass costs d3 hit points each (or just one hit point, if the operator has medical training). Otherwise, after fifteen minutes, each erupts from under the skin, costing the victim d6 hit points each, as new Incubants crawl forth.

A Cure Disease, Remove Curse, or similar spell halts this process, but any masses remain beneath the skin until surgically removed.



OOTHECAL INCUBIST: **Armor** N/A, **Move** 0, **Hit Dice** N/A, **hp** N/A, **attack** see inset, **Morale** N/A. Promotes the generation of Incubants in human bodies.

An arched passage opens in the southern wall. In the eastern wall, a tunnel leads under the platform that supports the Central Gatehouse (#5). In each entrance to the Western Courtyard, the Thralls have made a waist-high pile of debris—bricks, stones, broken crockery—surmounted by a rag on a pole, to warn their fellows away from the Oothecal Incubist.

The Incubist has transformed the Western Courtyard. The Incubist's translucent chitin, in shades ranging from hardened wing to newborn belly, has grown over the inner walls. These walls anchor the gravity-defying bulk.

Someone standing in the courtyard can look up into the vertical chute of the Incubist. By day, sunlight filters through its thinner parts; from both inner and outer surfaces of the shaft bulge oblong masses two to five feet long. Close inspection of their translucent shells reveals hints of limbs folded within, neither fully human nor fully insect.

Anyone who touches one of the oothecale with bare flesh falls into a trance, and automatically becomes host for $2d4+1$ Incubants. Unless someone pulls the victim away, she remains entranced while the Incubants grow, emerge, and finally make their first meal of their former host.

5. **CENTRAL GATEHOUSE:** This three-story guardhouse overlooks the Great Courtyard.

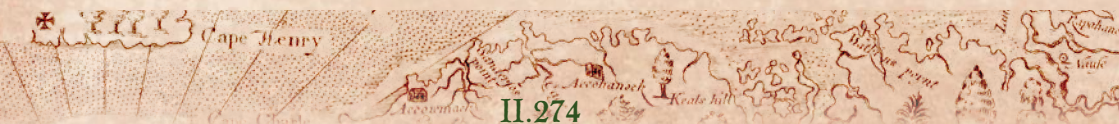
Two cannons stand on the Central Gatehouse's platform, one choked with dust, the other with empty Shaoxing wine bottles. Both cannons will fire if properly cleaned.

By day, the party has a one in six chance of meeting $d4$ Thralls on the first level, either dozing or hunting rats. If die rolls indicate the Pneumal Inhalationist (page III.343) here, then it has teleported inside, where it stands at a window, appearing to stare out over the desert.

On every floor, Thralls have removed enough of the floorboards (to burn) that movement faster than a walk requires a Dexterity check to avoid a fall.

5A, FIRST LEVEL: This level once doubled as an armory. Dust, broken crockery, and other non-burnable debris cover the floor. Among the debris lie arrowheads, spear points, and the metal plates from brigandine armor. Half a dozen swords lie forgotten, along with powder and shot for the cannons outside on the Gatehouse platform.

As one moves upstairs, the quantity of debris decreases, and the quantity of dust and bird droppings increases. In the dust on the stairs, footprints overlap.



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The Antenna

Although the Antenna lies outside three-dimensional space, its proximity causes space here to bulge, creating fish-eye Distortions in the air. The finished Antenna core, which the Corpse Kings will power with their own minds, awaits the completion of the surrounding unpowered elements.

Each Distortion hangs in the air at chest height, about five feet across. The Distortions bend light but have no effect on ordinary matter. They do, however, repel enchanted matter, including creatures enchanted by spells. This repulsion begins twenty feet from each Distortion. Anyone carrying such items into the Entry Hall (7A, below) notices this retardation, and they find that they cannot move such items from the Entry Hall into the Southern Quarters.

If anyone casts a spell within twenty feet of a Distortion, then the Antenna activates, prematurely and unpredictably. Roll d20 for its effects.

Antenna Activation Effects

Roll 1d20	Effect
1	The Distortions increase in diameter by d1,000%, possibly merging into a torus.
2	The Distortions decrease in diameter by d100%. As a side effect, all animal life on this planet now finds it impossible to derive nourishment from food. If the Cranioraptor cannot make repairs within twenty-four hours, everyone here begins to suffer according to the LotFP starvation rules.
3	The Distortions stretch vertically, becoming prolate. They increase in size (d12 × 12) times, but only on that axis. As a side effect, all combustion becomes impossible on Earth.
4	The Strange Angles (see page II.255) invert, acute now behaving as if obtuse and vice versa.

Cult of the Cranioraptor

The Cranioraptor has inspired a small cult among the Thralls. 3^d 4 of them observe the Cranioraptor closely, often sitting on the Inner Wall to watch its flame for hours. They speculate that becoming a host for the Cranioraptor leads to promotion out of this hell, if not to Nirvana itself.

If the adventurers enter the Antenna Quarters (#7A), then these observant cultists will follow. They will then attempt to capture one or more Player Characters to offer as sacrifices to the Cranioraptor.

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Roll
1d20

Effect

- 5 The Strange Angles (page II.255) cease to affect those who came through the Spacehole, such that gravity seems to shift under their feet to its normal position. But for everyone and everything else, gravity seems to shift 3d12% out of alignment. Walls crack and subside, and crenellations fall. All creatures on Earth that did not come through the Spacehole now suffer the awkwardness of Strange Angles.
- 6 The Distortions rise slowly into the sky, growing and spreading apart, until they hang like a mile-wide crown above the Fort. Any spell cast beneath them prompts a roll on this table.
- 7 To the eyes, the spellcaster's body appears to have turned inside out. To the touch, however, her body feels normal. The caster herself can perceive no change except a subtle alteration of the light. The effect lasts for d100 hours, and the sight horrifies even the Thralls.
- 8 All living persons within thirty feet of the caster, except the caster, appear to turn inside out, as above.
- 9 One of the caster's arms gains the temporary ability to move in the fourth dimension. For the next 2d20 hours, treat this arm as having the ability to reach inside or through solid objects, including other parts of the caster's body. During this period, the caster must first succeed in a saving throw versus Spells to cast any spell, or the arm's new mobility spoils the gestures.
- 10 The arm of one other random person within thirty feet, but not the caster, gains the four-dimensional power described above.
- 11 Feedback from the Antenna causes another random spell effect of equal or lower Level to center upon the caster.
- 12 Feedback from the Antenna causes another random spell effect of equal or lower Level to center upon d100 other locales within the Fort.
- 13 As gravity alters, a tremor shakes the ground, sending cracks up the Walls. From the mountains in the distance rise plumes of what look like the smoke from snuffed candles—ice, snow, and rock draining upward into space. The Earth will lose 10% of its atmosphere per hour until the Cranioraptor recalibrates the antenna.
- 14 The earth seems to relax beneath everyone's feet, and gravity halves, worldwide. The Moon and the Ring begin to drift into new and longer orbits.



Roll

1d20 Effect

15	The earth groans as gravity nearly doubles, worldwide. Most of the Thralls' shelters immediately collapse, as do the passages under the three Gatehouses. If the Cranioraptor does not recalibrate the antenna, then after one hour, the Oothecal Incubist will collapse in a random direction; after three hours, the Ring will fall to Earth as a sky-filling meteor shower; and after twelve hours, the Moon itself will fall, turning this Earth back into a ball of magma.
16	The Antenna attracts the attention of an otherworldly Being that snatches away its active elements (i.e., the core) prematurely, setting the Corpse Kings' work back by 2d20 months.
17	The Antenna attracts the attention of an otherworldly Being that snatches away its parasitic elements (i.e., the perimeter) prematurely, setting the Corpse Kings' work back by 2d4 months.
18	The Antenna attracts the attention of an otherworldly Being that snatches away not the Antenna, but a spherical chunk of the Earth with a radius of 2d6 yards, centered on the point between the Distortions. For a moment, a gulf of alien stars yawns amid a whirlwind of dust; when bystanders can open their eyes again, they see that a crater now yawns beneath the Distortions.
19	The Antenna attracts the attention of an otherworldly Being that snatches away not the Antenna, but the Moon, beginning a week of earthquakes that destroy the walls of the fort.
20	The Antenna attracts the attention of an otherworldly Being, which immediately arrives in the courtyard. Either generate it as a <i>Summoned</i> creature or choose some published demon; either way, give it Hit Dice twice the spellcaster's Level, but do not assume its hostility. Instead, roll for Reaction. It came for its own reasons...

After any of these effects, the Corpse Kings will realize that someone has disturbed the Antenna, and the three mobile ones will converge on the Antenna Quarters. After any activation, the Incinerant Cranioraptor must spend 2d4 hours in meditation to recalibrate the Antenna before it will function again.

A Magic-User who spends at least three hours observing the Distortions and performing some abstruse calculations can thereafter activate the Antenna by voiding any one spell that she could otherwise cast that day. To do this, she must have an unobstructed line of sight into the southern courtyard of the Antenna Quarters. If she activates the Antenna in this way, she can choose any one of the twenty effects listed above.





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Southern Antenna Quarters

7A, ENTRY HALL: Here the officers once received visiting officials and dignitaries. Thralls have stripped the room of anything combustible or absorbent. They do not venture further into the compound, for fear of the Incinerant Cranioraptor.

7B, TEA HALL: Here the officers entertained visitors. Cupboards hold tableware, tea services, chess sets, tobacco pipes, and two dozen kinds of tea (with West Lake Dragon Well best represented). From the walls hang maps of the empire and calligraphic scrolls bearing allusions to Tang Dynasty poets. Looters willing to strip the room could make (d6 × 500) from its furnishings.

7C, KITCHEN AND LARDER: Rats have finished any provisions not jarred or bottled, but a search will produce 2d4 rations in pickled vegetables. Jars of wine and *baijiu* sit unopened. Clay ovens lie cold. From racks hang all manner of cutlery, skewers, and cauldrons. Dust covers all.

7D, LIBRARY: Shelves on the shorter walls hold hundreds of books of various forms (codex, scroll, and even bamboo-slip), as well as maps. On the walls hang landscape paintings, calligraphy scrolls, and a fine portrait of the Qianlong Emperor. Chairs and smaller tables surround a four-foot by eight-foot wargame table; its top bears sculpted terrain showing the fort and its surroundings in miniature, and ivory tokens represent military units. Looters willing to cart away the whole collection could sell it for (2d8 × 1,000)sp. Just the art objects would fetch half that.

Northern Antenna Quarters

A burnt-out ruin, once the apartments to two lieutenants, stands to the west of the extant buildings of the Inner Quarters.

7E, ADJUTANTS' CHAMBERS: These three small chambers each housed two of the assistants to the officers. Each chamber contains two beds, a dresser, a table, two stools, and the personal clothing of the adjutants. For each chamber, roll twice on the Thrall Belongings table (ignoring results of cash coins).

Boxed and bundled trade goods, looted from Jiayuguan Town, now crowd the floor of each chamber. The Corpse Kings ordered the goods stored here to keep the Thralls from using them as gambling tokens.

-  three snow-leopard pelts, worth 800sp each
-  three coffers of coins from all over Eurasia: Each coffer weighs fifty pounds and holds (2d20 × 1,000)sp.

-  one coffer containing silver and gold bullion, weighing sixty pounds, worth (3dzo × 1,000)sp
-  silk: five hundred pounds, most of it high quality, worth (zd8 × 2,000)sp
-  spices and dried luxury foods: sea cucumbers, *lingzhi* mushrooms, Tibetan caterpillar fungus, Nepali long pepper (*pippali*), and many others. Five hundred pounds, worth (3d6 × 1,000)sp.
-  rugs: Turkmen carpets, wall hangings, and door hangings from the Khanates of Bukhara and Khiva, as well as *tush kyiz* from Osh and *suzani* from Khujand. They weigh half a ton but will fetch (zd12 × 1,000)sp.
-  jade, raw: four hundred pounds, worth (3d12 × 1,000)sp
-  jade, finished: These beads, combs, pendants, and statues collectively weigh twenty pounds but will fetch (4d8 × 1,000)sp.
-  ceramics: These crated dishes in various styles—blue and white, *sancai* revival, and hand painted polychrome—weigh half a ton and will fetch (zdzo × 1,000)sp.

7F, COMMANDER'S CHAMBERS: This building comprises three chambers lavish by the standards of the fort: a bedroom, a living room, and a study. Looters willing to strip these rooms of their furnishings could make (zd4 × 1,000)sp.

On a table inside lie several magical items that the Corpse Kings confiscated from Thralls, who in turn looted them from Jiayuguan Town. The auras of these items generate interference with the Corpse Kings' possession of host bodies, so the Corpse Kings isolate them here.

PHYSICIAN'S WALLET: This embroidered wallet contains “potions” in the form of traditional Chinese medicines. All have the potency of the same spells cast by a Fifteenth Level caster, but all require basic knowledge of traditional Chinese medicine to apply effectively.

-  flower tea blend, d4+1 doses to steep: *Spell Immunity*
-  moxa, d4+1 pellets to burn against the meridians: *Heal*
-  unguent, d4+1 applications in a lacquer jar: *Protection from Normal Missiles*

THE GUARDSMAN'S COAT: This coat of lamellar (small-plate) armor resembles those worn by the heavy infantry of the ancient Qin Dynasty. Anyone wearing it gains not the standard Armor of 15, but 18. Furthermore, any attacker who would direct a missile at the wearer must first succeed in making a saving throw versus Magic, or deliberately fire wide, beguiled by the Coat. The wearer of the Coat loses one point of Constitution per hour of wear, regained at a rate of one point per full day of rest from wearing it. Even after doffing the Coat, one still feels its

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chafing weight. (An incantation, now lost, once preserved wearers against these side effects.)

THE BANNER-BREAKER: This iron mace has a cuboctahedral head of black iron, crafted by a Dzungar nationalist wizard. The mace strikes with a bonus of +2 to hit and damage against anyone who speaks enough Manchu or Mandarin Chinese to dream in either. (This can include a former or future wielder.) Anyone who handles the Banner-Breaker finds that when she next awakens from sleep, for the first ten minutes she can think and speak only in Oriat Mongolian. Each day she wields the Banner-Breaker doubles the duration of this linguistic possession. During this Oriat-only interval, the sufferer cannot cast any spell dependent on a non-Oriat language.

The Anti-Gelug Mantrakalpa: This codex has pages handwritten in Classical Tibetan, cracking with age. Its anonymous preface says that the book records techniques mastered by Bön mystics, and it offers this esoteric knowledge to anyone who will swear enmity to the Khoshut Khanate (1642-1717) and the “false lamas” of the Gelugpa School of Tibetan Buddhism. Anyone who so swears and then learns any of these spells may cast them as if two experience Levels higher. But if this caster ever forgoes an opportunity to hinder or harm Gelug Buddhists, she immediately suffers a *Curse*: her tongue blackens and swells, not merely becoming useless but making the caster unable to close her mouth.

The *Mantrakalpa* comprises both Cleric and Magic-User spells. Each spell has a one in three chance of requiring a material component not widely available outside the Tibetan Plateau (for example, yak wool), but which doubles the spell’s range, duration, or area of effect.



Cleric spells:

- *Control Weather*
- *Dispel Magic*
- *Divination*
- *Forbiddance*
- *Heroism*
- *Holy Word*
- *Insect Plague*
- *Magic Vestment*
- *Protection from Evil, 10’ Radius*
- *Purify Food and Drink*
- *Silence*
- *Suggestion*

- *Tongues*
- *True Seeing*
- *Turn Undead*



Magic-User spells

- *Animate Dead*
- *Clairvoyance*
- *Detect Illusion*
- *Geas*
- *Phase Door*
- *Shield*
- *Spell Turning*
- *Suggestion, Mass*
- *Summoning*



8. **EASTERN GATEHOUSE:** Only the southeastern corner of this guardhouse still stands. During the battle that erupted when the Corpse Kings first arrived, the powder store here caught fire and exploded.

One cannon remains on the south side of the platform, dust-choked.

Thralls do not venture here, out of respect for the Merciful Deincarnatrix below in the Eastern Courtyard (#9).

9. **EASTERN COURTYARD:** From the Great Courtyard, a tunnel leads under the Eastern Gatehouse and into the Eastern Courtyard, mirroring the opposite side of the fort.

At either entrance to the Eastern Courtyard mill zd6 Thralls, awaiting the telepathic call of the Merciful Deincarnatrix (page III.340) within. These Thralls bear dishes of food for the Deincarnatrix.

MERCIFUL DEINCARNATRIX: **Armor 12, Move 60', 6 Hit Dice, 30hp, bite d12, Morale 8.**
Milk intoxicates; outer bodies grapple for the central corpse-head to bite.

The Thralls will oppose the entry of any person not thus called to enter, regarding such entry as an affront to the modesty of the Deincarnatrix.

At any time day or night, the Deincarnatrix nurses Corpse-Milk to d4 Thralls. While some of her heads eat the dishes brought by the Thralls, other heads murmur to the nursing Thralls and whisper to each other. While nursing, Thralls will ignore everything short of blows. Even then, they will need a round to come out of their stupor.

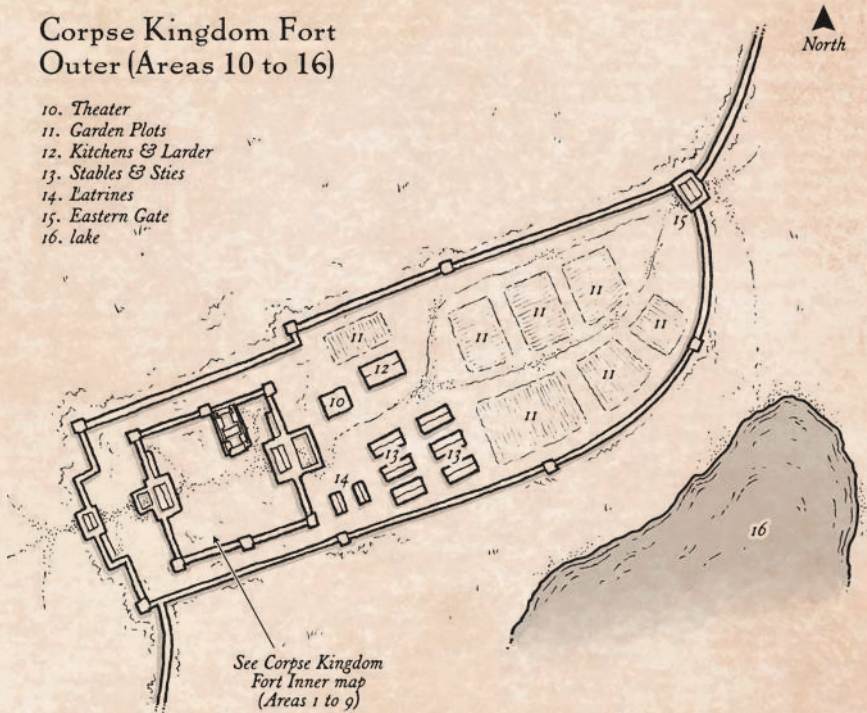
After she finishes a dish, she waits for a Thrall to finish nursing, then hands the empty dish to him and gives him a gentle push toward the door.



Keyed Areas: The Outer Fort

Corpse Kingdom Fort Outer (Areas 10 to 16)

- 10. Theater
- 11. Garden Plots
- 12. Kitchens & Larder
- 13. Stables & Sties
- 14. Latrines
- 15. Eastern Gate
- 16. lake



- 10. **THEATER:** Traveling players once performed here. Behind the stage, two large dressing rooms allowed performers and musicians to prepare. The Thralls have removed the partitions that once let players attire in semi-privacy. Amid the dust lie forgotten stage costumes, jars of face-paint, and a few broken musical instruments.
- 11. **GARDEN PLOTS:** Although the Thralls tend them less carefully than before, these gardens still provide vegetables for the fort. Grape vines hang from trellises.
- 12. **KITCHENS AND LARDER:** When the most lucid Thralls find the wherewithal to cook somewhere other than the crowded fire pits of the Great Courtyard, they come here. Dust and animal bones litter the place.



These kitchens have coarser tools than the kitchen in the Antenna Quarters (#7C), but they have them in abundance. Thralls long ago ate everything in the larder.

13. **STABLES:** Thralls long ago ate the horses, pigs, and camels. Now the Colonic Reducer (page III.338) drags itself among the empty pens. This keeps the Reducer close enough to the fort for the Thralls to bring it their garbage and harvest its Space Pellets (page II.270), but far enough to prevent the Reducer from sickening the Thralls with its radiation.

COLONIC REDUCER: **Armor 12, Move 30', 8 Hit Dice, 40hp, bite d6, Morale 9.** Trunks can bite up to three targets per round.

14. **LATRINES:** Now and then, for old times' sake, a Thrall uses one of these partitioned squat commodes.
15. **EASTERN GATE:** At the eastern end of the loop of the Great Wall that surrounds the fort, another gate stands, open and disregarded. The fort sits on the edge of a slight plateau, and outside this gate, the ground slopes down to the level of the lake, forty feet below.

Outside The Fort

16. **LAKE:** This spring-fed lake supplies water to the fort. Now that the Thralls have eaten the draft animals, few bother to carry water by hand. A few enterprising Thralls come to the lake's reedy margin, seeking frogs or ducks' eggs.

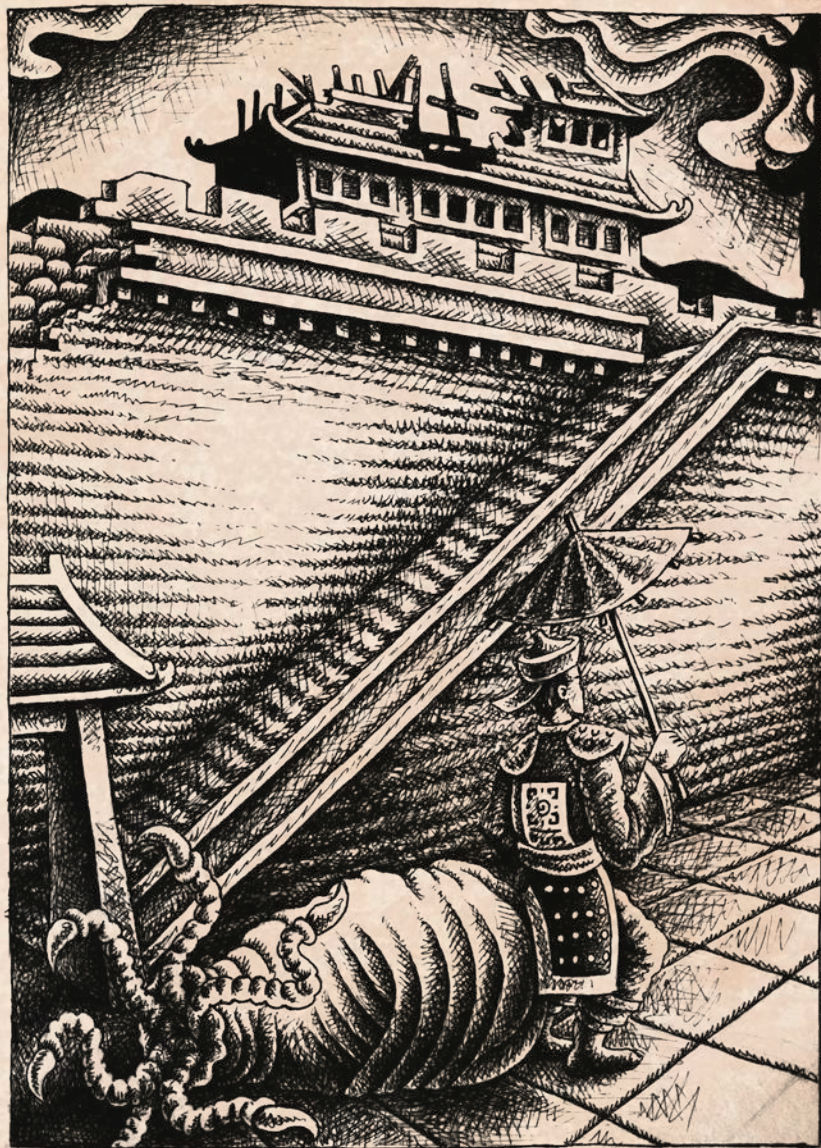
Jiayuguan Town

A few miles to the east stands Jiayuguan Town, which once served the fort and the travelers who passed through it. The Thralls long ago stripped the depopulated town of food, drink, and valuables, then burnt a few neighborhoods for devilment. The rest remains well preserved in the desert climate.

Beyond lie the cities of the Great Qing Empire and the rest of the Earth, guarded only by distance and hunger.



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If the Corpse Kings Finish their Antenna

Unless the adventurers interfere with the building of the Antenna, then $2d6$ days after the adventurers arrive, the Corpse Kings will finish construction and call down the Rescuer that will deliver them back to five-dimensional space.

Rescue ends the Corpse Kings' possession of their host-bodies, which now explode in showers of sparks. The dissolution of the Merciful Deincarnatrix ends production of Corpse-Milk, so the Thralls will develop full-blown plague. Half will die every day until $3d6$ of the hardiest remain, convalescent.

For the rescue's other side effects, roll $d6$.

Rescue Side Effects

Roll $1d6$	Effect
1	The Antenna, overloaded, collapses on itself, dragging nearby matter into the Antenna Courtyard. Anyone who can run can just outpace this collapse. Over the next hour, the fort and anything within a quarter mile—including the soil below—gets dragged toward this spot and compressed into a speck, seeming to drain through a pinhole in the air. After another hour, gravity returns to normal. The Spacehole still leads to Virginia.
2	The Rescuer lifts the fort along with everything in a three-mile sphere surrounding it, then deposits them in a five-dimensional universe. The air whooshes away into the void, the clump of Earth under the fort disintegrates, and any humans thereon die. In the crater where the fort once stood, the Spacehole still leads to Virginia.
3	The Rescuer lifts the fort along with everything in an eight-hundred-mile sphere surrounding it, then deposits them in a five-dimensional universe. Death ensues not only for those transported (as in #2, above), but also for anyone else on this Earth, as the giant hole scooped from it releases a tsunami of magma to cover the planet.
4	The Rescuer lifts the Earth, its Ring, and its Moon, then deposits them in a five-dimensional universe. The skies become an oil-projector stargate lightshow. With no Sun warming the Earth, the temperature falls as on any night in the high desert, but it will not stop falling until the atmosphere itself freezes and falls like snow. If the Thralls know about the Spacehole, then will try to escape to Virginia.
5	The Rescuer lifts the inner Solar System and deposits it in a five-dimensional universe. The night skies become an oil-projector stargate lightshow, but otherwise, things on Earth go on as before. The Spacehole now leads not back to the Eye of the Warp, but to any other campaign setting the Referee has handy.



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Roll
1d6

Effect

- | | |
|---|---|
| 6 | The Rescuer lifts the Solar System—from the Sun to the Kuiper Belt—and deposits them in a five-dimensional universe void of all other matter. The Spacehole seems to lead back to the Eye of the Warp, but on that Earth (and any other Earth that the party visits through the Eye), bright-green lizard-people have replaced the humans. All these lizard people wear incomplete and unconvincing “human” costumes made of real human skins, though not the skins of the persons they have replaced. Lizard babies wear human-baby-skin onesies, and even long-entombed lizard-dead wear skin costumes of obviously recent make. The lizard people refuse to acknowledge their reptilian-ness or discuss the fate of the persons they replaced. |
|---|---|



Corpse Kingdom of the Western Gate : NPCs

Use these NPCs as exceptional Thralls or as scavengers who have survived just outside the fort. As scavengers, each has brigandine armor and the listed weapons; as Thralls, they have only the typical one in four chance of having weapons or armor when encountered.

Corpse Kingdom of the Western Gate NPCs

Name ²	Origin	Languages (in order of skill)	Class & level	Gear	Traits
Fu Lin	Datong	Mandarin Chinese, Manchu	Seventh Level Specialist	bow, sword (dāo), shield	bully
Li Xiabo	Guangzhou	Hakka Chinese, Mandarin Chinese	Sixth Level Fighter	axe, wall gun	chooses bad friends
Meng Yujie	Huizhou	Hui Chinese, Mandarin Chinese, Manchu, Ordos Mongolian	Fifth Level Magic-User	bow, sword (dāo), shield; scrolls: Move Earth, Wizard Eye	vain
Wang Ximin	Suzhou	Wu Chinese, Mandarin Chinese	Seventh Level Specialist	bow, sword (jiàn)	braggart
Yang Ren	Xi'an	Mandarin Chinese	Sixth Level Fighter	bow, halberd, sword (dāo)	coward
Xu Jialin	Yinchuan	Mandarin Chinese, Manchu, Arabic	Fifth Level Cleric: Taoist, Quanzhen School	bow, sword (jiàn); potions: Commune, Find the Path	procrastinator

² Family name appears first

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A TRUE RELATION
OF THE GREAT VIRGINIA DISASTRUM, 1633



VOLUME III
PRODIGIES, MONSTERS, AND INDEX

EZRA CLAVERIE

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of the
FLAME PRINCESS
ADVENTURES

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NEW SPELLS AND MISCASTS

If the Referee uses the LotFP Weird Magic System described in *Vaginas are Magic!* or *Eldritch Cock*, roll dzo to determine the effect of a Miscast.

Master Miscast Table

Roll 1d20	Effect
1–6	Specific to Spell: See the spell description.
7	Amber Tree-Ghost Entanglement: An Amber Tree-Ghost (page III.324) billows from one of the caster's nostrils and attacks the largest creature nearby other than the caster. From this moment on, the caster cannot perceive Amber Tree-Ghosts and Amber Tree-Ghosts cannot perceive the caster. (This also applies to the one that just exited the caster's nose.)
8	Caster's Weight In....: Beside the caster appears a doppelganger composed of her weight in one of the following invertebrates. After cohering for a few seconds, the doppelganger collapses, and its components behave normally. - aphids - Disastrumized Honeybees - black widows - earwigs - fire ants - fireflies - fleas - mosquitoes - sow bugs - springtails - Witch Ticks - velvet ants
9	Corpse-King Possession: One of the Corpse Kings—equal chances of the Axial Revertebrator, the Incinerant Cranioraptor, or the Pneumal Inhalationist—possesses the caster, killing her in the manner detailed in that Corpse King's description. If this happens anywhere but the "Corpse Kingdom of the Western Gate" (page II.254), then the re-embodied Corpse King will immediately begin walking toward the nearest Spacehole or the Eye of Warp, so that it can return to the Jiayuguan Fort and get back to work.



Roll

1d20 Effect

10 **Disimpaction, Hadronic:** A tiny quantity of the caster's mass begins to convert into energy, causing nearby hadrons to follow suit, causing a burning speck to appear on her skin. The caster must make a saving throw versus Poison. Success means that she can excise it or scrape it off, losing only one hit point. Failure indicates both more serious damage plus a side effect.

 failure by one or two: Disimpaction below the skin costs the caster d4 hit points and one point of Strength.

 failure by three to eight: Disimpaction in a muscle costs d6+1 hit points and two points of Strength.

 failure by eight to twelve: The caster loses 2d4 hit points as well as either (A) d4+1 points of Strength or (B) a limb, severed to prevent further Disimpaction. (Let the player choose A or B.)

 failure by more than twelve: The caster loses 2d12 hit points and 3d6 Strength. If either value reaches zero, the caster spontaneously combusts like a match head. The ashes continue heating, until after an hour, even the carbon melts and runs into the Earth, leaving a smoking rift.

Having a comrade assist with the excising or scraping allows the caster to suffer either half damage or to ignore the side effect of Disimpaction (player's choice).

11 **Disimpaction, Temporal:** The caster's digestive system runs in reverse, reconstituting things she has eaten, and she begins to vomit. She must make a saving throw versus Poison. Success means that she merely spends the next minute doubled over, bringing up an improbably large quantity of undigested food. Failure means that she spends d12 minutes continuously vomiting barely chewed, raw, and even still-living plants and animals. For every minute thus spent, she loses one hit point to abrasions and to aspiration of vomit.

12 **The Drive:** The burning Drive of the alien vessel momentarily bulges into earthly space near the caster. The caster and every living creature within ten yards must make a saving throw versus Magic or lose 2d6 hit points to its weird radiation. Anything killed swells, ruptures, and stiffens in the manner of popcorn.

13 **Gravity Fluctuation:** In a radius of d1,000 feet around the caster, gravity decreases by 4d20% over the next minute. An hour later, gravity returns to normal at the same rate. This effect moves with the caster.

14 **Malescription:** The caster swells and deforms into an Ambulant Malescription (page III.326), with equal chances of Forked, Radial, or Shuffling. Her mind remains intact.



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Roll 1d20	Effect
15	New People: A Sub-Process jets from one of the caster's tear ducts and begins to scan horizontally like the beam of a cathode ray tube. In three seconds, it has constructed a band of New People (see page III.304). Roll for their number, Properties, and reaction to the party.
16	Recomplexion: Over the next hour, the caster's body takes on features found among New People. Roll d12 on the Complexion table on page III.308. Every human within twenty feet of the caster must make a saving throw versus Poison or suffer the same effect. During the hour of this Recomplexion, anyone thus transforming itches terribly, and must roll any die twice and take the worse result.
17	Space Ritual: The miscast creates the same effect as if a band of New People had performed a Space Ritual (see page III.314). Roll d4 to determine which one.
18	Temporal Distortion: For the next d100 minutes, the caster either moves faster or slower in time relative to her surroundings. On an odd result, her surroundings seem intolerably hot and bright, as she slows relative to them; she always loses initiative, and foes gain a +4 to hit her. On an even result, her surroundings seem intolerably cold and dim; she automatically wins initiative, but for every five minutes in this state, she loses one hit point to hypothermia unless she warms herself by a fire or bundles up in heavy clothes.
19	Temporal Impaction: Versions of the caster's body from d1,000 previous moments begin to crowd forward into the present, overlapping with the caster in space, causing her to expand into gigantic flesh-fractal. Anyone within ten yards of the caster must make a saving throw versus Magical Device or suffer 2d4 points of damage as the thing rushes outward, screaming from its hundreds of mouths. The caster dies, but d6 duplicates survive the expansion; of these, one will require only minor and survivable surgery to free it from the mass of its dying fellows. At the Referee's discretion, the player may resume running the slightly mangled duplicate, using the old character's stats.
20	Temporal Slip: The caster disappears, slipping d1,000 seconds into the future in this place but otherwise suffering no harm.

The Dunster Dollhouse Diminution



LEVEL: 3



DURATION: one week or until the caster ends the spell



RANGE: touch

This spell allows the caster to shrink an inanimate object as big as a double bedstead down to one twenty-fourth of its dimensions and a tiny fraction of its weight. The spell will not affect a living creature, and it can only affect a moveable object. Furthermore, it cannot affect an object fastened in such a way that shrinking would cause parts of it to break (for example, a door held by hinges). But it can affect a container and any objects inside.

The presence of living things within the target object and taking up a significant part of its volume—say, a coffin hiding a living person—requires the caster to make a saving throw versus Magic. If she succeeds, then the spell fizzles, harmless.

But if the caster fails the save, then the *Diminution* rebounds on her, and she (but not her clothing) shrinks to one twenty-fourth of her size.

The caster may restore a *Diminutioned* object to full size with a word, provided she remains full-sized. But if she shrinks to 1:24 scale, the spirits that make the spell work can no longer understand her tiny voice, and she must either find another way to void the spell or last the week at her new size.

The Dunster Dollhouse Diminution

Miscast Table

Roll 1d20	Effect
1	The spell rebounds on the caster as described above, but it also affects her belongings.
2	The spell rebounds on the caster as described above, affecting only her body, but reducing it to 1:96 scale.
3	The spell rebounds on the caster as described in #1, but it also affects d3 persons or large animals nearest the caster.
4	The spell reduces the caster's body to half its normal size, but for d100 days.
5	The spell reduces the rest of the planet to 1:24 scale for a week, but the caster and her belongings remain normal sized.
6	The caster finds herself suddenly lifted by a colossal hand, whirled through space, and deposited in a colossal dollhouse kept by colossal, animate doll-children.
7+	See the Master Miscast Table, page III.293.

Indentation of the Bonded

 **LEVEL:** 3
 **DURATION:** permanent
 **RANGE:** touch (document)

Most colonists in Virginia sign a contract called an indenture. Two copies of the agreement appear on the same page, which master and servant then separate by a zigzag cut, suggesting the bite of jagged teeth. The match of this indentured edge makes forgery difficult. But if the caster prepares a contract by means of this spell, she can alter both the language and the cut of the other party's half, remotely, to match a new forgery that improves the caster's terms.

The other signatory gets a saving throw versus Magic: if she succeeds, then her half of the document fails to change to match the new forgery, and it retains the indenture's original terms. For every month by which the caster alters the contract, the other signatory gains +1 to the saving throw, but for every experience Level of the caster, the other signatory suffers a -1 penalty.

The caster will not know the success or failure of the spell until the other signatory produces the other half of the contract. Therefore, to avoid accusations, the caster should keep both the original and the forgery handy, and arrange for the other signatory to reveal first.

Indentation of the Bonded Miscast Table

Roll 1d20	Effect
1	All written text, inscriptions, and even tattoos within ten yards of the caster suddenly revise themselves to contain only text from the falsified indenture.
2	As in #1, but affecting a radius of d1,000 miles.
3	For d100 hours, the caster's vocabulary shrinks to that of the falsified indenture: she can only speak or write words that appear in this document. (See "Sample Indenture," on opposing page) This renders spellcasting impossible.
4	For d100 hours, the caster becomes unable to speak or write true statements.
5	For 2d8 hours, the caster loses her grasp of duration and temporal sequence. To plan or remember anything more than ten seconds away, future or past, she must roll her Wisdom or lower on a d20.
6	The caster's teeth reshape themselves to match the pattern of the indenture's cut. This interferes with speech, decreasing the caster's experience Level by one when determining the effects of any spell.
7+	See the Master Miscast Table, page III.293.



Sample Indenture

"This Indenture made the fourteenth Day of September, 1632. In the seventh Year of the Reign of our sovereign Lord King Charles of England &c. Between S^tEdward Throkmorton, knight and baronet, Richard Berkly Esq., John Thorpe Esq., and George Smith gent., on the one pt., and Thomas Rutledge of North Nibly in the county of Gloucester, Husbandman, on th^e other pt.

Witnesseth that the said Thomas doth hereby covenant faithfully to serve the said S^tEdward, Richard, John, and George for six Years from the Date of his Landings in Virginia, there to be employed in the lawful and reasonable Works and Labors of them the said S^tEdward, Richard, John, and George and their Assigns, and to be obedient to such Governors, his and their Assistants, and Counsel as they, the said S^tEdward, Richard, John, and George, shall from Time to Time, appoint and set over him. In Consideration whereof, the said S^tEdward, Richard, John, and George do covenant with the said Thomas to transport him (with God's Assistance) with all convenient Speed into the said Land of Virginia at their Cost and Charges in all Things, and there to maintain him with convenient Diet and Apparel meet for such a Servant.

At Cards, Dice, or any other unlawful Game he shall not play, with his own Goods or the Goods of others. Without a License from his Masters or their Assigns he shall neither buy nor sell during the said Term. He shall not absent himself day or night from Service without Leave from his Masters or their Assigns.

In the End of the said Terms he shall become a free Man of the said Country, thereby to enjoy all the Liberties, Freedoms, and Privileges of a Freeman there. And to grant to the said Thomas thirty Acres of Land within their Territory or a Hundred of Barley in the said Land for the Term of his Life and of two Others then by him to be named (if he be then living) under the yearly Rent of Twenty Pence for each Acre, and such other reasonable Conditions and Services as, at or before the Signing thereof, shall be agreed between the said Parties. And to pay each Quarter of a Year ten Shillings to the Wife of the said Thomas at her House in North Nibly aforesaid towards her Maintenance during the said Term if he so long live, whereof is already paid thirty Shillings. Given interchangeably under their Hands and Seals the Day and Year first above written."

Signatures and seals follow.



Mathemic Decountancy



LEVEL: 2



DURATION: permanent unless discovered; unused ink keeps potency for one week



RANGE: touch (document)

This spell allows the caster to hide errors or manipulations of arithmetic. The caster prepares three ounces of ink using materials costing at least 500sp, then casts the spell upon the ink. To outsiders' eyes, any books kept using that ink will appear balanced, accurate, and lawful, even though they actually record bribes, embezzlement, or honest mistakes. The inscriber can always read the true record. If not used within one week, the ink loses its potency.

Another reader who voices suspicion about irregularities in these books may make a saving throw versus Magic to penetrate the illusion. If this reader uses illegal means to inspect the books (say, breaking into an office), then the reader suffers a -4 penalty to the save. If the reader intends to cheat the caster (rather than bring the law to bear), then the reader suffers a -4 penalty to the save. (These stack.)

If one reader penetrates the illusion, then the illusion breaks for all readers of documents prepared with this batch of ink. Now any falsified numbers appear in a drunken hand, in another ink, and either circled or underlined.

Mathematic Decountancy Miscast Table

Roll 1d20	Effect
1	For the next 2d4 days, the caster cannot count or grasp numbers above two. To cast a spell during this innumeracy, the caster must first roll her Wisdom or lower on d20. If this roll fails, so does the spell.
2	As in #1 above, but it affects d4+1 other persons nearest the caster.
3	Innumeracy infects documents within d100 miles, randomly altering numbers and numerals.
4	As in #3 above, but within a radius of d1,000 light years.
5	For the next 2d20 hours, the caster can only speak or write numerical or mathematical expressions.
6	The caster's fingers and toes rearrange themselves such that their total number stays the same, but no extremity now has five digits.
7+	See the Master Miscast Table, page III.293.



Repugnation of the Crawling



LEVEL: 1



DURATION: as long as caster intones or one month (see below)



RANGE: earshot or touch (see below)

By

means of this spell, the caster can prevent the approach of Bloodcrawlers and Citizens of the Crawling Blood. A Magic-User who memorizes this spell may cast it in either of two versions.

In the first, the caster chants (mostly in Coptic), and as long as she continues, no Bloodcrawler or Citizen can approach within ten feet; if she advances, they will retreat before her. While chanting, the caster cannot speak or understand speech. If she tries to use the chant to drive Bloodcrawlers or Citizens into danger or into intolerable proximity with her (i.e., less than five feet), then the caster suffers a bloody coughing fit, losing d4 hit points as the spell prematurely ends.

In the second version of the spell, the caster inscribes a door, window, or other threshold against Bloodcrawlers and Citizens of the Crawling Blood. This takes one hour, and requires the blood of a sacrificial animal the size of a dove. For the next month, no Bloodcrawler or Citizen can abide approaching the warded threshold.

Repugnation of the Crawling Miscast Table

Roll

1d20 Effect

1	The caster's torso bursts, killing her and releasing 2d6+2 Bloodcrawlers.
2	The caster instantly becomes a Citizen of the Crawling Blood.
3	The caster expels d3 Bloodcrawlers from her body, but otherwise suffers no ill effects.
4	For the next day, every d100 minutes, blood spurts from the caster's eyes. This causes no ill effects to the caster, but anyone within ten feet must make a saving throw versus Poison at +8 to avoid infection (page III.333).
5	All Citizens of the Crawling Blood within a quarter of a mile can suddenly smell the caster's blood, and this fills them with infection-lust, granting them a Morale of twelve.
6	All Bloodcrawlers within a mile converge on the caster's position.
7+	See the Master Miscast Table, page III.293.



Trefusis's Indutious Evasion



LEVEL: 3



DURATION: permanent until discovered (see below)



RANGE: touch (document)

This spell enables the caster to prepare a bogus letter that exempts the bearer from duties, tariffs, and other fees related to import and export. The letter takes three days and 500sp to prepare with false signatures, knock-off wax, and counterfeits of royal stamps. Readers who suspect no chicanery get no saving throw to penetrate the illusion.

Those who suspect something may make a saving throw versus Magic, with a -1 to the roll for every previous inspector who has fallen for the Evasion, and a -1 to the roll for every Level of the caster. But if one reader penetrates the illusion, then the illusion breaks for all new readers, to whom the letter looks like a childish forgery.

Trefusis's Indutious Evasion Miscast Table

Roll	Effect
1d20	
1	For 2d6 hours, nobody can believe any statement the caster makes, despite the plainest evidence to support her assertions.
2	For 2d6 hours, others take the caster as an impostor, despite all evidence to the contrary.
3	For the rest of the caster's life, any guard, official, or bureaucrat will apply to her double the normal scrutiny.
4	For d100 days, the caster becomes unable to read critically, becoming totally credulous of anything she reads. Privy-wall poetry now seems as authoritative as state proclamations or Holy Scripture.
5	Persons within twenty yards of the caster become convinced that the caster owes them a debt, material or moral. For the next d20 days, she suffers a penalty of four on reaction rolls.
6	From some other timeline, material debts attach themselves to the caster. She now owes (2d20 × 1,000)sp to someone within a day's travel.
7+	See the Master Miscast Table, page III.293.



POWHATAN CLERIC SPELLS

Only Clerics raised among the Powhatan can cast these spells.

Stumblings of the Wanderer

-  **LEVEL:** 3
-  **DURATION:** see below
-  **RANGE:** close enough to make eye contact

This curse affects one target per two caster Levels. Those designated must make a saving throw versus Magic or become unable to perform even the most elementary navigation in lands held by the Powhatan Confederacy. Something as simple as following a river now requires a roll of Wisdom or lower on d20, while anything more demanding automatically fails, as the victim misreads the landscape, takes a false shortcut, or avoids a nonexistent hazard.

Furthermore, for all die rolls related to foraging or hunting, the accursed must roll three times and take the worst result.

The accursed may make another saving throw after twenty-four hours to try to break the spell, but suffers a -2 penalty. The next attempt entails a -4 penalty, and so on.

The Valiant Dead

-  **LEVEL:** 1
-  **DURATION:** three rounds per caster Level
-  **RANGE:** see below

For every Level of the caster, this spell conjures the ghost of a Powhatan warrior, who rises, steps, or leaps from nearby cover (however improbable) to defend the caster and the caster's allies. The caster must concentrate, or ghosts will retreat back into the spirit world before the duration of the spell ends.

The Valiant Dead appear indistinguishable from living men, except to spellcasters, to whom they carry an air of the beyond. Treat these ghosts as Powhatan hunters but subject to spells that affect undead and immune to mind-affecting spells.

POWHATAN HUNTER: **Armor** 12, **Move** 120', 0 Level, 4hp, bow d6 or war club d6, **Morale** 9. **Attack Bonus** +2 with bow; Bushcraft 6, Stealth 3.

If reduced to zero hit points, a Valiant Dead disappears in a cloud of smoke, scented of pine and burning hair.





Vexing the Unnamed



LEVEL: 2



DURATION: three days



RANGE: touch

The caster touches a non-Powhatan, who must make a saving throw versus Magic or lose all magical abilities, including the casting and transcription of spells, for three days. The caster can release the victim with a word, which the victim need not hear.



THE NEW PEOPLE

After the alien passengers abandoned their spaceship to become Corpse Kings, the ship's Sub-Processes found themselves newly free. Using emergency gear in the ship, they fabricated three-dimensional bodies based on life on the 1633 side of the Earth, then transcribed their minds into those bodies.

Because Earthly brains could not hold complete minds of such scope, individual Sub-Processes had to distribute their memories and cognitive functions over multiple bodies. Most of the escaping Sub-Processes therefore embodied themselves as bands of New People, which now explore this new world. Eight sample bands appear on page III.316.

NEW PEOPLE : GENERAL PROPERTIES

New People speak fluent Tutelo, middling Powhatan, and no English (yet). They lack individual names, even in the silent language they use among themselves. For convenience, some might accept names bestowed upon them by humans.

New People have a hazy and fragmentary understanding of their origin and the lives of their progenitor selves. They will recount their arrival on Earth in terms appropriate to the languages they know, telling not of a spaceship, but a canoe that moves through the heavens, and not of higher dimensions but of places where objects have more faces than on Earth.

New People know that the Eye of the Warp leads to “more faces of this Earth,” but they do not know where or when. They know the location of the Transcriptor (page II.153), the Fabricator (page II.147), and the Spacelock (page II.155), but they have only a vague recollection of these machines’ workings.

Unless noted, a New Person has the following statistics.

NEW PERSON: Armor 13, Move 120', 2 Hit Dice, 9hp, unarmed blow d4, Morale 8.

All bands of New People have the following powers.

-  **ANALGESIA:** They do not feel pain, though they know when their bodies suffer damage.
-  **DISEASE RESISTANCE:** The immune systems of New People tame and domesticate all germs and parasites that enter their bodies.
-  **HEALING:** They regain one hit point per hour, eventually regrowing lost limbs and organs.

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-  **POISON RESISTANCE:** New People can eat, drink, or inhale anything biological without suffering ill effects.
-  **WILD TALENTS:** Each band has a different psychic power with a spell-like effect. To use their wild talent, three or more New People must concentrate together. Afterwards, the band must wait at least an hour before using their talent again. Treat the number of participating New People as the caster Level (if relevant).
-  **WIRELESS:** Structures in the New Person brain allow them to generate radio signals, allowing New People to communicate silently with one another over distances up to a quarter of a mile.

Each band contains $2d6+z$ New Persons. Unless otherwise noted, all appear fully grown, and each band contains roughly even numbers of males and females. None wear clothing or use tools (yet). They eat continually, sampling raw any plant, fungus, or even bite-sized animal within reach, delighting in every new flavor.

Every band of New People also has distinctive physical, psychological, and social properties. (See “Generating Bands: Six Properties,” below.)

Reactions of New People

When a band of New People meets humans, roll $2d6$ on the table below.

New People Reactions

Roll $2d6$	Reaction
-1 or lower	Enraged hostility, followed by immediate attack (possibly suicidal).
0–1	Hostility, followed by a morale check. If the New People succeed, they attack the humans; if they fail, they flee.
2–4	Contemptuous indifference.
5–9	Guarded curiosity.
9–11	Eagerness for communication.
12–13	Friendliness and goodwill.
14 or higher	Friendliness and complete trust in the motives of the humans.

If the adventurers try to appear friendly or harmless, let them add the Charisma modifier of the person doing most of the talking. Also let them add up to two points to the roll for each gesture of goodwill. If the adventurers try to appear hostile or dangerous, invert these modifiers.

Note that some of the Goals of New People (see pages III.312–315) may modify this roll, based on the adventurers’ actions.



Every band also has a distinctive **IDEOLOGY**, as well as an **IMMEDIATE GOAL** and a **GREATER GOAL**. Roll another 3d12. A band's Greater Goal may involve conscripting human spellcasters to help with a Space Ritual (page III.314).

New People Band Body Types

Roll 1d12	Body Type
1	acephaly: The body lacks a separate head. Eyes open from sockets guarded by the collarbones, nostrils open above the nipples, and a mouth opens below the sternum. They get two extra hit points per Hit Die.
2	fission: These New People reproduce by dividing down the sagittal plane. A split forms from forehead to groin, and over the next few days, the body cleaves outward, while from the cloven inner surface grow replacements for the lost structures. When the band meets the adventurers, a third have begun their first fission.
3	hermaphroditism, sequential: These New People change sexes, cycling between male, female, and neuter. Roll d6 for frequency of their alternation: 1, hourly; 2, every three hours; 3, every twelve hours; 4, daily; 5, weekly; 6 monthly.
4	hermaphroditism, simultaneous: Each body has a full complement of primary sex characteristics.
5	hooves: These unguligrade New People walk on hooves, standing a head taller than humans. Roll d4 for the number of digits on the feet. They can run twice as fast as humans.
6	metadactyly: Below the elbow, the arms divide into two smaller limbs, and each subsidiary arm terminates in a manipulative paddle with 2d6 fingers of various sizes and configurations. Their manual dexterity far exceeds that of humans.
7	monopedalism: The body has a single, powerful leg with a hypertrophied foot and toes. Monopods "walk" by scuttling on their toes like spiders, and they "run" by hopping like kangaroos, at double the speed of a human.
8	neotenus gestalt: These New People resemble children just entering adolescence, and they share a single mind.



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Roll

1d12 Body Type

- | | |
|----|---|
| 9 | oligodactyly: The hands and feet of these New People have a lower-than-human number of fingers and toes, each larger, stronger, and more supple than those of a human. Roll d4 once to determine the number of digits that the hands and feet have; subtract this number from eight to determine the number of joints each digit has. |
| 10 | polymeliac arms: One to three additional arms of varying sizes, and all functional, grow from their torsos. |
| 11 | polymeliac legs: These New People have additional lower limbs. From either two or four thighs branch four, six, or eight lower legs, thinner in direct proportion to their number. They can run twice as fast as humans. |
| 12 | theriancephaly: These New People have heads resembling those of non-human mammals native to the region, proportionate in size to their bodies. Their voices sound human. Roll d6 for type and its superior senses: 1, black bear (smell, night vision); 2, bobcat (smell, night vision); 3, coyote (smell, night vision); 4, elk (hearing, peripheral vision); 5, raccoon (smell, night vision); 6, white-tailed deer (hearing, peripheral vision). Those with carnivore heads can bite for d6+1 damage. |





New People Band Complexions

Roll

Id12

Complexion

- | | |
|----|--|
| 1 | chromatophoric skin: The skin of these New People can change color, pattern, and even texture at will, allowing them to camouflage themselves. |
| 2 | cilia: These New People appear covered in short and iridescent fur, actually made of writhing cilia. |
| 3 | cutaneous animation: Nodules, papules, and wattles bulge and retract from the skin; trains of moles crawl among parliaments of melanomas. |
| 4 | earwings: From each side of the head unfold ears like the membranous wings of bats. These New People use their great ears to help them hear, to keep the rain and sun out of their eyes, and to fan themselves cool. |
| 5 | ectoplasmic twin: From the orifices of each New Person's head drift tendrils of white vapor, always coalescing into the shape of a secondary head. This head never sleeps, it has all the senses of the primary head, and it can wake its owner. The ectoplasmic twin makes these New People twice as hard to surprise. |
| 6 | feathers: Feathers cover the body, thinning on face and extremities. |
| 7 | flagella: From the skin curl and lash scores of flagella up to a foot long, probing the surroundings and assisting their owners in various tasks. |
| 8 | fronds: In place of hair (scalp, body), grow delicate ferns. |
| 9 | fungal gills: Gills like those of a shelf fungus open all over these New People's bodies, sometimes exhaling wisps of spores. |
| 10 | hair without a face: These New People have normal mouths, but no facial features above the mouth: longhaired scalp covers the head where one would find nose, ears, and eyes. Despite the absence of these features, these New People have normal senses, with one superhuman exception: they can somehow "see" in 360 degrees. |
| 11 | lichenous skin: Mosses and shaggy macrolichens cover the bodies of these New People. |
| 12 | photophoric skin: The skin of these New People can luminesce and darken, allowing them to display on their bodies crude images of things they have seen. |



New People Band Ideology

Roll

1d12

Ideology

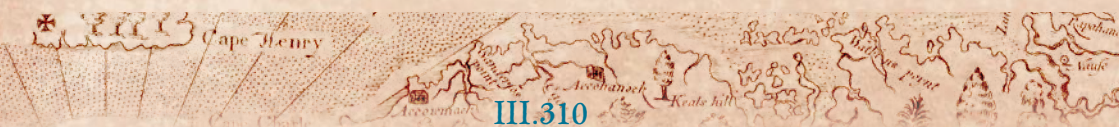
- 1 **authoritarianism:** This band has a leader with several advisors (ranging from principled to sycophantic), whom the rest of the band obeys, though not necessarily without misgivings. When following their leader's directives, every member of the band has a Morale of 11; if the leader becomes incapacitated, this falls to 6. The leader will insist on speaking only to another party's leader, and adventurers will suffer a penalty of two to their Reaction check if they do not identify such a leader or if they fail to discipline obviously disobedient party members.
- 2 **courtly love:** When this band meets a group of humans, (d3+1) of the New People will "fall in love" with a corresponding number of those humans. The smitten will alternate between bouts of courtship and despair. Courtship takes the form of praise (in language both lavish and clumsy), favors (ranging from the helpful to the profoundly unwanted), and gifts (for example, flowers, insect egg cases, or arrangements of colored pebbles). When defending the object of its love, the lover has a Morale of 12. A New Person experiencing courtly love must succeed in a Morale check to part from the object of its love for more than a few minutes.
- 3 **deceit:** This band considers the deceit of outsiders a positive moral duty, so they will lie at every opportunity, about matters great and small. They do not lie to gain advantage or to harm outsiders; furthermore, their deceit does not preclude exchange and cooperation.
- 4 **egalitarianism:** This band believes in radical political equality, and they will therefore resist cooperation with any outsiders who have a leader or who recognize differing levels of political power (for example, relations between master and servant). Reflect this in a penalty of two on Reaction checks with any group of humans who observe such distinctions.
- 5 **factionalism:** This band has divided into (d3+1) factions based on differences outsiders likely find unintelligible. In any negotiation, outsiders must deal separately with each faction.
- 6 **individualism:** This band coheres only loosely, such that half of their number continually straggle behind the main group or wander away, often into trouble.



Roll

1d12 Ideology

- | | |
|----|---|
| 7 | modesty: This band makes and uses clothing of animal skins and woven fibers, so that they can cover their private parts from the eyes of outsiders. Roll d12 and multiply by ten: on a roll up to ten, the result indicates the percentage of their bodies they consider "private." On a roll of eleven, these New People also regard the exposure of human flesh as shameful, and they will studiously look away from human interlocutors not entirely covered. And on a roll of twelve, the band will also insist that human interlocutors cover themselves, and they will even offer to help make coverings. |
| 8 | parliamentarianism: This band insists on debating everything before taking collective action. Any major decision other than self-defense requires (d4 × d12) minutes of deliberation; roll separately for each decision. |
| 9 | segregation by sex: Except when copulating, the males and females of this band keep at least thirty yards apart. Each moiety will send one representative to speak with the adventurers. |
| 10 | segregation by age: Despite the recency of their birth, this band divides into (d3+1) age sets that keep physically apart from one another. A New Person asked to mingle with another age set must first succeed in a Morale check. |
| 11 | taboos: This band regards eating and drinking as unclean, something to hide from the eyes of one's fellows and from outsiders. Excretion, however, they regard as not just a social occasion, but as a social obligation: one waits to urinate and defecate in company. Offering food or drink to these New People incurs a penalty of two on Reaction checks or forces a Morale check: if they fail, they cannot overcome their disgust at the bestial nature of the outsiders. Relieving oneself in their sight, however, these New People regard as something like a toast to their health, granting a bonus of two to Reaction checks and future Morale checks to determine their loyalty. |
| 12 | truthfulness: This band cannot lie. Their brains cannot formulate counterfactual statements except as examples of error. |



New People Band Wild Talents

To use their wild talent, three or more New People must concentrate together. Afterwards, the band must wait at least an hour before using their talent again. Treat the number of participating New People as the caster Level (if relevant).

Roll

1d12 Wild Talent

1	mediumship: They commune with things that have died nearby. Treat as a <i>Speak with Dead</i> , but also allowing conversation with dead plants and dead non-human animals.
2	precognition: Three can divine the next random encounter in a specified direction; six can foresee the result of an action as by <i>Augury</i> .
3	psychic medicine: Three of these New People can <i>Cure Light Wounds</i> ; six can <i>Cure Disease</i> ; nine or more can <i>Heal</i> .
4	psychometry: They can perform a <i>Divination</i> on any place within two hundred yards.
5	pyrokinesis: Three can <i>Heat Metal</i> ; six or more can raise a <i>Wall of Fire</i> .
6	remote viewing: They can see as with <i>Clairvoyance</i> .
7	psychokinesis: They can perform <i>Telekinesis</i> , moving thirty pounds per New Person concentrating.
8	telepathy, animal: Three can <i>Speak with Animals</i> ; six or more can perform <i>Animal Friendship</i> .
9	telepathy, human: Three of these New People can perform <i>ESP</i> or <i>Message</i> ; six or more can inflict <i>Feeblemind</i> .
10	teleportation, major: Once per day, the whole band can <i>Teleport</i> , and they can carry one passenger.
11	teleportation, minor: Three of these New People can create a <i>Dimension Door</i> .
12	transmutation: Six of these New People can perform a <i>Major Creation</i> ; nine or more can <i>Polymorph Any Object</i> .

1d12

1

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Roll

1d12 Immediate Goal

-
- 10 **recount their deliberation:** This band wants to tell the story of their progenitors' debate about what to do after their space vessel ran aground. This takes d4+1 hours. Anyone who listens gains a basic understanding of the Spacelock (area #19), especially the danger of opening both gates at the same time (see "Both Open Gates," page II.159).
-
- 11 **recount their embodiment:** This band wants to tell the story of their progenitors' design and construction of these earthly bodies. This takes d4+1 hours, but listeners may attempt to roll their Wisdom or lower on a d20: success grants gains a rudimentary understanding of both the Transcriptor (area #3) and the Fabricator (area #4). Persons with this understanding who operate either machine may roll any die twice and take the better result.
-
- 12 **recount their troubles:** This band just wants to talk about the crazy week they have had on an unfamiliar planet.
-





New People Band Greater Goals

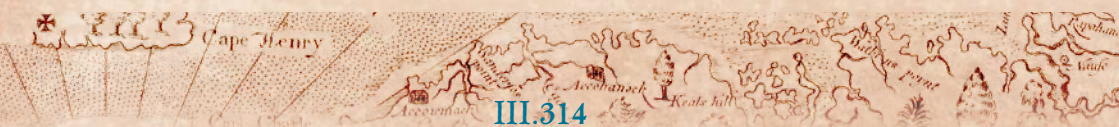
In exchange for help advancing their Greater Goals, a band may offer information (about the Warp or about nearby hexes), or it may offer service (like leading adventurers to a location). Depending on the band's strength relative to the humans, they may instead use threats or force.

Several of these Greater Goals entail the casting of Space Rituals (#1-4 below), which the New People cannot yet do without human help: the abridgement and fragmentation of their higher-dimensional minds has impaired their ability to restructure Earthly reality through what *LotFP* calls spells. Therefore, some New People seek the help of native spell-casters in order to work their half-remembered "magic."

Roll

1d12 Greater Goal

- | | |
|---|--|
| 1 | Space Ritual: Close the Warp: This ritual causes the Warp to close over d20 hours, letting the Piedmont to return to its normal shape. The Spaceholes in the Eye of the Warp remain open, but all the weird atmospheric phenomena stop. |
| 2 | Space Ritual: Prevent the Fire Aboard the Alien Vessel: This ritual sends a message back through time, warning the alien crew not to adjust their course in response to the <i>Summoning</i> . One human spellcaster volunteer must make a saving throw versus Magic. If the save fails, then the message did not work; the New People can tell by the taste in the Earth's magnetic field. But if the save succeeds, then the message worked, and all Sub-Processes in the Spacelock (page II.155) instantly die, and all Corpse Kings in the Jiayuguan Fort (page II.254) explode into sparks, for their minds now inhabit a different timeline. (Note that without the Corpse Kings, the Thralls will begin dying of plague; see page II.257.) All the other features of the timeline of the adventurers—the New People, the Warp, the Disastrumous creatures—remain unaffected. |
| 3 | Space Ritual: Stabilize the Warp: This ritual prevents the working of Space Rituals #1 and #4. After this ritual, if any band of New People performs those others, the heads of d3 New People in that band explode. |
| 4 | Space Ritual: Widen the Warp: This ritual nudges the warped spacetime so that the deformation increases. The Warp's diameter increases by $(d20 \times d20)$ percent over as many days, possibly altering Earth's climate or even rendering the planet uninhabitable, as the Furnace Forest expands. |
| 5 | convert the earth into a garden: This goal will entail many of the same kinds of "improvements" that the English seek to make in Virginia, but on a planetary scale. Domesticated humans will have places in this garden; wild humans will go the way of wolves in Britain (by 1633, extinct for more than a century). |



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Roll

1d12 Greater Goal

- | | |
|----|---|
| 6 | domesticate humans as livestock: Despite taking long to mature, human flesh tastes distinctive, and their bipedalism imparts a dignity to leather made from their hides. |
| 7 | exterminate humans: Any species having high intelligence and the capacity to use tools poses a threat to the New People, so that species has to go. In the meantime, this goal does not preclude friendly relations with humans willing to advance the band's Immediate Goal. |
| 8 | enslave humans as laborers: Why toil clearing fields and building cities when the Earth supplies a ready-made servitor species that learns quickly and understands hierarchies? |
| 9 | extract earth's resources: To best exploit three-dimensional space, one needs to master its available matter and energy. This band aims to learn the workings of this universe, then to construct tools to conquer it. |
| 10 | learn human ways: These New People seek to learn all that they can about humanity's various social, economic, and political configurations. |
| 11 | live commensally with humans: These New People bear children whose pheromones and subsonic vibrations humans find addictive, and they give these changelings to humans to raise. This band has an infant, and any person who handles it must make a saving throw versus Magic or suffer effects like those of <i>Charm Person</i> , becoming favorably disposed toward the whole band. |
| 12 | reduce the suffering of earth life: This band seeks to prevent suffering, so they eat only fruits and seeds, and they tread carefully to avoid crushing insects. They aspire to re-design Earth life so that it cannot suffer. Failing that, they will prevent Earth life from reproducing, since only those born must endure pain or sorrow. |

To help with a Space Ritual, at least one Cleric or Magic-User must spend at three hours learning wave functions and higher-dimensional visualizations. This person will then assist the New People in meditation to synchronize their fragmented minds, allowing them to make the necessary alterations to spacetime. In the process, volunteers must sacrifice a total of $d4+1$ prepared spell Levels. If the volunteers don't have enough Levels prepared, then the Ritual fails.

Any spellcaster who helps a band perform a Space Ritual gains experience points required for the beginning of the next Level. Any caster who assists any band of New People with a second Space Ritual gains only half as many experience points as for the previous assistance, a quarter for the third assistance, and so on.



This band contains eight New Persons who lack separate heads: their facial features open from their chests. Cilia ripples over their bodies like golden down.

Wild Talent: psychic medicine: Three can Cure Light Wounds; six can Cure Disease; nine or more can Heal.

Consider these sample lies.

- In the immediate future, the Deceivers want to eat one of the humans' limbs or visceral organs, though their policy of deceit prevents them from stating this plainly. They may offer one of their own in good faith.

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Band #2, Feathered and Metadactylous Enslavers

Each of the ten New Persons in this band has 2d6 fingers on each complex “hand.” They also have feathers, which show sexual dimorphism: males have ruffs, and females have crests.

FEATHERED AND METADACTYLOUS ENSLAYER: **Armor** 13, **Move** 120', 2 Hit Dice, 9hp, strangle d4, **Morale** 8. When an Enslaver strangles, treat as a grapple, and double its attack bonus to +4.

Wild Talent: transmutation. Six can perform a *Major Creation*; nine or more can *Polymorph Any Object*.

The sexes travel separately in groups of five, keeping about thirty yards apart. Each will send a representative to speak with the adventurers, but each representative will avoid direct communication with the other, except as an embarrassed last resort.

In the short term, the Enslavers wish to recount the story of their progenitors' deliberation about creating Earth bodies. In the long term, they want to enslave humans to tame the Earth for them.

Band #3: Felicephalic and Truthful Commensalists

These nine New People have the heads of bobcats (*Lynx rufus*). The seven adults can only speak the truth; the two infants, who have kitten-heads, can only meow.

FELICEPHALIC AND TRUTHFUL COMMENSALIST: **Armor** 13, **Move** 120', 2 Hit Dice, 9hp, bite d6+1, **Morale** 8. A Commensalist will first grapple, then bite.

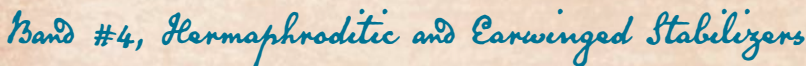
Wild Talent: remote viewing. Three, working together, can see as with *Clairvoyance*.

The band hopes to receive protection from the adventurers, for the sake of its children. Anyone who handles one of these infants must make a saving throw versus Magic or suffer effects like those of *Charm Person*.



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HERMAPHRODITIC AND EARWINGED STABILIZER: **Armor** 13, **Move** 120'; 2 Hit Dice, 9hp, unarmed blow d4, **Morale** 8. In close combat, they use their earwings to distract: a human combatant must make a saving throw versus Paralyzation or suffer a one-time penalty of -4 to the next attack.

The band has formed three factions based not on sex, but on what time of day they change sexes: sunrise, noon, and dusk. Although the factions share Immediate Goals and Greater Goals, they often disagree about everything else. The adventurers may have to make individual alliances or break ties among the factions.

Band #5, Hoofed and Ectoplasmic Lovers

HOOFED AND ECTOPLASMIC LOVERS: **Armor** 13, **Move** 240', 2 Hit Dice, 9hp, unarmed blow d4, **Morale** 8 (or 12, if defending the beloved).

They practice courtly love (page III.309). Regardless of the result of any Reaction rolls, (d3+1) of these New People will immediately “fall in love” with a corresponding number of humans in a party of adventurers.

Radical egalitarians, the Lovers will refuse to cooperate with any demands based on differences in status and political power. They hope eventually to convert the Earth into a garden for their enjoyment (and for the safety of their beloved).



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Band #6: Monopedal and Parliamentary Closers

These five have chromatophores that allow them to change color over part or all of their bodies. They do this as camouflage and to reveal or conceal their moods.

MONOPEDAL AND PARLIAMENTARIAN CLOSER: **Armor** 13, **Move** 240', 2 Hit Dice, 9hp, unarmed blow d4, **Morale** 8.

Wild Talent: psychometry. Three can perform a *Divination* on any place within a hundred yards.

These parliamentarians insist on debating everything. Any major group action other than self-defense requires (d4 × d12) minutes of deliberation; roll separately for each decision.

In the short term, they want to recount the deliberation of their Sub-Process progenitors, a procedural epic of brinksmanship and last-minute reversals. In the long term, they want help performing Space Ritual #1, which will close the Warp.

Band #7: Neotenic and Melanomous Exterminators

The twelve in this band resemble indigenous children just entering adolescence, normal except for the animate melanomas that writhe over their bodies. They have a single mind; what one knows, all others know.

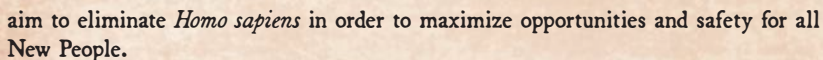
NEOTENIC AND MELANOMOUS EXTERMINATOR: **Armor** 13, **Move** 90', 2 Hit Dice, 9hp, unarmed blow d4, **Morale** 8.

Wild Talent: telepathy, animal: Three can *Speak with Animals*; six or more can perform *Animal Friendship*.

This band regards eating and drinking as unclean, bestial acts to hide from the sight of others. Excretion, however, they regard as not just a social occasion, but as a social obligation: the expulsion of base matter reminds them of their ultimately spiritual nature.

Offering food or drink to the Exterminators incurs a penalty of two on Reaction checks or forces a Morale check: if they fail the latter, they cannot overcome their disgust at the strangers. But relieving oneself in their sight, however, grants a bonus of two to Reaction checks (and future Morale checks to determine loyalty).

If the Exterminators become favorably disposed toward the adventurers, then the band will seek to protect the adventurers from a danger in one of the nearby hexes (Referee's choice). But the Exterminators regard this as a temporary measure, for they



Each of these seven New People has either six, eight, or ten legs, thin in inverse relation to their number, and each has a magnificent head of hair that begins where a nose and other facial features should appear.

Wild Talent: psychokinesis: Three or more can perform *Telekinesis*, moving thirty pounds per New Person concentrating.

The Preventers want to copy the memories of adventurers, in order to learn about life on Earth. But they also they want help performing Space Ritual #2, retroactively “saving” the castaway aliens (but not undoing the consequences for the Earth).



BESTIARY

AIR STURGEON, THE

THE AIR STURGEON: **Armor 15, Move 240'** (flying), 10 Hit Dice, 45hp, bite d12, **Morale 8.** Swallows human-sized target on a natural 20; may drop victims for falling damage.

This thirty-foot-long sturgeon swims through the air as if through water, gills pumping. Like a turkey vulture, black feathers cover its body but not its head. Its bones have negative weight, making it neutrally buoyant in air.

If the Air Sturgeon hits with its bite, the victim must make an opposed mêlée attack roll or suffer a grapple. Until the victim breaks the grapple, on each subsequent round the victim loses another

d12 hit points while the Sturgeon rises 3d8 feet.

On a hit roll natural of twenty, the Air Sturgeon swallows a human-sized victim. One human-sized meal will satisfy it, so if it swallows anyone, it will depart.

A swallowed victim loses d4 Constitution per round, but if she can inflict eight or more points of damage, then the Sturgeon disgorges her. A swallowed person can only attack with short, bladed weapons, and she must still roll to hit, but against an Armor of 12.

The Air Sturgeon's hide will fetch (3d6 × 500)sp. If the Sturgeon proves female (50/50 chance), then its ovaries contain 2d8 pounds caviar. In the Virginia Colony, caviar will fetch 50sp per pound, but in a European or Asian capital it will fetch twenty times that, provided the seller can pack the caviar in brine and deliver before it spoils in 2d4 days.





AMBER-TREE GHOST

AMBER-TREE GHOST: **Armor 12, Move 120', 2 Hit Dice, 9hp, chilling touch d6+1, Morale 12. Immune to non-magical weapons.**

The amber on the Amber Tree (page II.112) holds tiny extraterrestrial corpses. Anyone who harvests a piece runs a one in six chance of breaking one of these corpses free. If this happens, the exhumed creature will exhale a puff of white vapor that swirls around the head of the harvester.

The harvester must then make a saving throw versus Magic. Success means that the harvester resists the overtures of the Ghost, which dissipates. But failure causes the vapor to swirl into a nostril or ear, causing immediate erasure of the memory of the incident. The Ghost takes up residence in the harvester, preventing other Amber-Tree Ghosts from doing likewise.

The next time anyone carrying an Amber-Tree Ghost falls asleep after dark, the Ghost awakens after an hour and possesses the host's body. The glassy-eyed host will then attempt to perform one of the instinctual behaviors that the Ghost knew in life.

1. **BURROW A DEN:** crawl to a likely spot, then dig with bare hands
2. **CALL FOR A MATE:** ululate as if using vocal cords for the first time, until hoarse
3. **DEFEND TERRITORY:** grunt and hiss at the nearest creature, and attack with teeth and bare hands if that creature does not retreat
4. **GORGE BEFORE ESTIVATION:** find the party's food and eat until sick, then repeat the process twice, until she has gone through three days' rations
5. **KILL AND DEVOUR PREY:** clumsily bite at the nearest person
6. **MIGRATE TO SPAWNING GROUND:** wander away, even into the dark

If none disturb her (and she survives the night), the possessed person will tire and nod off sometime before dawn. Soon thereafter, she will wake up, no longer possessed, but exhausted from the night's activity, remembering nothing.

During possession, the possessed counts as undead for determining spell effects. A successful *Turn Undead* or a *Dispel Magic* interrupts the possession and allows the victim to awaken, then to sleep normally that night, but it does not drive out the Amber-Tree Ghost. Only a *Remove Curse* or other spell of exorcism will.

If that happens, the possessed person falls into a trance, vomiting a mass of ectoplasm. This coalesces into a body that, in life, must have weighed at least three hundred pounds. The enraged Ghost now attacks whoever drove it from its new home.



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Determine the body plan of the ghost by rolling 2d20 on the tables below until you get a suitable combination for completing this sentence: "The thing combines the worst features of [first result] with those of [second result]."

Amber-Tree Ghost Body Plans

Roll 1d20	First Result	Roll 1d20	Second Result
1	anomolocarid	1	badger
2	baleen whale	2	bladderwrack
3	box jellyfish	3	bullfrog
4	brittle star	4	cactus
5	coelacanth	5	centipede
6	eurypterid	6	cormorant
7	giant clam	7	iguana
8	helminth	8	kelp
9	hyena	9	louse
10	king crab	10	mushroom
11	kingfisher	11	ostracoderm
12	jumping spider	12	owl
13	lynx	13	pile worm
14	nematode	14	saiga antelope
15	nudibranch	15	sea anemone
16	porpoise	16	sea cucumber
17	sea lion	17	slime mold
18	sea urchin	18	snakehead fish
19	tardigrade	19	soldier ant
20	weevil	20	sundew

An Amber-Tree Ghost will pursue whoever drove it forth. Mundane weapons have no effect on the incorporeal Ghost. It dissolves after one hour.



AMBULANT MALESCRIPTION

AMBULANT MALESCRIPTION: **Armor 12, Move 60', 5 Hit Dice, 25hp, attack d12, Morale 10. Special attacks vary by body type.**

At all of the Sub-Processes' attempts to create host bodies in Virginia succeeded, and not all of the failures died. Some stalk the Piedmont, bitterly conscious of both the excellence they fell from and their deformity relative both to their siblings and to their Earthly models.

An Ambulant Malescription has the mass of a small band of New People (600 to 1,200 pounds), but some construction error has left their bodies and minds fused. For the nature of the Malescription, roll d6. (On an odd result, the Malescription appears to have copied from the bodies of one or more of the adventurers, bearing telltale birthmarks, cowlicks, or even scars.)



1-2 FORKED: This Malescription has, at its upper end, a giant human head, a yard from chin to crown, eyes puffy from tears. This sits on d4+z neckless torsos, each with pairs of arms. Each torso bifurcates into two stunted pelvises, each with malformed genitals and four dwarfed and polymeliac legs. It attacks by grappling with its many arms, then biting on the subsequent round. Against a grappled victim, double the mouth's attack bonus. The Forked



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Malescription has thirty-two flawless teeth, each heavier than a billiard ball; they will fetch (3d6 × 1,000)sp as ivory.

3-4 RADIAL: Rather than bilateral symmetry, this Malescription follows radial: the left half (or less) of a human being repeats 4d6 times around a vertical axis, breathing through as many part-mouths and nostrils, and mewling not in unison. Yet it attacks with surprising grace, whirling to strike with fists, elbows, or knees.

5-6 SHUFFLING: Several humans' worth of skeletons and organs seem to clamber over one another inside this loose bag of skin. It attacks by first throwing itself against a victim, who must make a saving throw versus Paralyzation or get knocked down, losing no hit points but losing her next action. On the subsequent round, the Shuffler opens a previously-unseen orifice, exposing multiple, skinless heads, which then gain a +4 to their collective bite attack against any victim still on the ground.

Malescriptions hate New People, and they will attack any present, ignoring humans in the meantime. All eat any animal flesh they can find.

BEAR, BLACK

BEAR, BLACK: **Armor** 14, **Move** 240', 3 Hit Dice, 16hp, two claws d6 each or bite d8+2, **Morale** 7. If both claws hit, bear pins for automatic bite next round.

The black bear, *Ursus americanus*, climbs trees easily, and although it usually flees from humans, sows will defend their cubs, and cornered bears attack unpredictably.

A black bear normally attacks with two claws. If both hit, treat this as a damaging grapple: the bear has knocked the target down. On the bear's next turn, it can bite that target without first rolling to hit. If the target wants to break free, double the bear's attack bonus for opposed grapple checks.





BLOODCRAWLER

BLOODCRAWLER: **Armor** 14, **Move** 60', ½ Hit Dice, 2hp, blood-spurt (see below), **Morale** 7. Target of blood-spurt must make a saving throw versus Poison or become infected.

Bloodcrawler resembles a blood clot ringed with leech-like podia. It seeks to infect uninfected persons.

Bloodcrawlers den in Sties, the bodies of dead hosts. If any creature larger than a cat and not a Citizen of the Crawling Blood (q.v.) comes within a yard of a Sty, then $2d6+2$ Bloodcrawlers will crawl from its orifices to attack. Child and dog Sties hold $d6+1$ Bloodcrawlers, and large non-human Sties—horses, oxen—hold $(2d6 \times 20)$.

A Bloodcrawler both attacks and reproduces by spurting a jet of its blood at a potential host, most often at the face, at a distance up to ten feet. If a blood-spurt hits, the target must make a saving throw versus Poison to avoid infection (page III.333). A Bloodcrawler can spurt three times before it must retreat to its Sty to recover.

Bloodcrawlers suffer no damage from piercing weapons and only half damage from bludgeoning weapons, as their insides can crawl back in. A Bloodcrawler kept outside a Sty for more than one hour will shrivel and die.

Treat Bloodcrawlers as undead and as slimes. Any curative magic cast on a Bloodcrawler kills it. *Cure Disease* cast on a Sty boils and kills the Bloodcrawlers inside, which smells even worse than one might expect.



BODY BAGGER

BODY BAGGER: **Armor** 12, **Move** 60', 1 Hit Die, 4hp, mucus lash (variable), **Morale** 10.
Target must save or get bound in caustic mucus.

These denizens of the Blistered Forest resemble yard-long tangles of gummy pink strands, which move with a wet rustling. A Bagger strikes like a snake, and if it hits, it throws membranes of slippery, cartilaginous mucus over its target. A human-sized target must make a saving throw versus Paralyzation. Success means the target loses only one hit point to caustic slime. The consequences of failure vary.

-  failure by six or less: lose d3 hit points and lose the use of one limb, now enveloped by the Bagger.
-  failure by seven or more: lose d6+1 hit points and become half-enveloped by the Bagger, and able to move at only half speed. Lose another hit point for every round the Bagger holds on.

Anyone enveloped by a Bagger may remove it either by killing it, or with the help of a rescuer who dedicates a round to the operation (though both the victim and the rescuer must each save versus Poison or lose one hit point to slime burns).

Baggers suffer normal damage from fire and no damage from bludgeoning attacks. Alcohol and strong acids or bases will cause them to release victims.

A Bagger that kills a victim will creep to one of many drain-like orifices in the Blistered Forest. There, the Forest swallows Bagger and prey, to digest both.





CHYMOUS REMEMBRANCER

CHYMOUS REMEMBRANCER: **Armor 12, Move 60', 3 Hit Dice, 17hp, bile spew d8, Morale 6. Summons living dead from intruders' pasts.**

This thing resembles a seven-foot hank of meat that something partially digested, then vomited. Wormlike nerves or nerve-like worms connect regions of differing textures, and it leaves a glistening trail, moving with hesitation as if blind. (Once it had eyes, but neither they nor the skin worked out.)

When beings not born in the Blistered Forest see the Remembrancer, it knows, telepathically, and it burns with a shame that flares to wrath.

If anyone approaches within twenty feet, then it will attack. All humans within sixty feet of the Remembrancer must make a saving throw versus Magic. For each character who fails, the Remembrancer summons across time and space the animate corpse of one person whom that character saw dead. The Remembrancer can conjure the dead once per day.

If any adventurers have recently died, then they appear first. If the party has not enough deceased to go around for all the failed saves, then roll 2d8 for each deceased, generating Relation and Unpleasant Detail.



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Deceased Relations

Roll

1d8

Relation

1 mother

2 father

3 sibling

4 grandparent

5 neighbor

6 local criminal

7 friend

8 foe

Deceased Unpleasant Details

Roll

1d8

Unpleasant Detail

1 bandages around torso, through which blood has soaked

2 broken limb or neck

3 dressed, anointed, or otherwise prepared for burial, per relevant tradition

4 partially eaten by scavengers

5 gangrenous limb

6 severe head injury

7 nude and covered with lesions, buboes, or the like

8 nude but for deathbed shroud

These animate corpses, the Remembered, blink into existence standing between the Remembrancer and the party. Mindless, they will defend the Remembrancer with hands and teeth, while the Remembrancer flees, hiding from the sighted.

THE REMEMBERED: **Armor** 12, **Move** 60', 1 Hit Die, 5hp, bite d6 or two gouges d3, **Morale** 12. Hurt only by damage rolls on the high side of the damage die.

The Remembered lose hit points only when attackers roll on the high side of a damage die (for example, 5-8 on a d8). If destroyed, they decompose normally.

Spells like *Speak with Dead* that would normally allow communication with the dead instead contact the Remembrancer through the corpses. It has an intellect equal to or greater than the average human.



If cornered, the Remembrancer can spew a jet of digestive acid up to thirty feet, which causes d6 damage on contact and on every subsequent round until the target makes a saving throw versus Breath Weapon (which reflects scraping off the acid and contaminated gear). The Remembrancer can spew three times per day.

If injured, the Remembrancer knits itself back together, regenerating two hit points per round from all forms of attack except fire, cold, and spells.

CITIZEN OF THE CRAWLING BLOOD

CITIZEN OF THE CRAWLING BLOOD: **Armor** 12, **Move** 120', 1 Hit Die or by adventurer Level, 4hp, blood-spurt (see below), **Morale** 7. May rupture, releasing Bloodcrawlers.

A Citizen of the Crawling Blood looks healthy except for the blood-red eyes puffed nearly shut. It does not realize that it has died and returned to the mere semblance of life, though after it notices that it requires only a fraction of the food it once needed, it might start to wonder.

A Citizen can smell uninfected blood within fifteen feet and will seek to infect that blood. Citizens on London Bridge will not expect to meet the uninfected, so adventurers might therefore find that they can have some normal interactions with a Citizen before it frowns, sniffs in her direction, and attacks.



It attacks by retracting its eyes and spurting jets of blood from the sockets. This jet has a range of fifteen feet. If the blood-jet hits, the target must make a saving throw versus Poison to avoid infection. (See "Infection of the Crawling Blood," call out)

A Citizen can spurt blood twice in a day without ill effects, but a third spurt requires the Citizen to make a saving throw versus Poison. Success means no ill effects. But a failed save means that the Citizen's trunk ruptures



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as $d6+2$ Bloodcrawlers wriggle forth. In this true death, the Citizen's face assumes an expression too sanctimonious to look peaceful.

Adult Citizens know the danger of "the *tertio*," as they euphemistically call the third spurt in one day. But their urge to infect so strongly goads them that a Citizen must succeed at a Morale check to refrain from spurting at an uninfected target within range. A Citizen that succeeds will usually retreat to avoid further temptation.

A Citizen can spend one round coaxing a Bloodcrawler into its mouth; this consumes the Bloodcrawler and either resets the Citizen's spurt-count to zero or restores to the Citizen $d6+1$ hit points (Referee's choice).

Citizens suffer only half damage from piercing attacks. If reduced to zero hit points, a Citizen's body ruptures, releasing $d6+2$ Bloodcrawlers.

Treat Citizens of the Crawling Blood as subject to any spells that affect undead or living humans. *Cure Disease* cast on a Citizen kills it: its Bloodcrawlers fuse, cooking from inside.

Infection of the Crawling Blood

Anyone struck with blood by either a Bloodcrawler or a Citizen of the Crawling Blood must make a saving throw versus Poison. Every additional Bloodcrawler or Citizen that hits a target with a blood-spurt brings a cumulative -2 penalty to that target's save.

A successful saving throw versus means no further harm, but failure means infection: the victim immediately loses $d4+1$ Constitution, and then loses another $d4+1$ Constitution every subsequent hour until she succeeds in saving throw versus Poison. Success halts the infection, and the victim recovers one point of Constitution per day.

At a Constitution of two, the victim falls comatose. Now, the infection itself must make a saving throw versus Poison (target: 12). If it fails, then this host becomes a semi-dead Sty, and $2d6+2$ Bloodcrawlers form within her flesh over the next day. But if the infection succeeds in the saving throw, then this host dies, and after $d100$ minutes the body reanimates as a Citizen of the Crawling Blood.

CLONAL POKEWEEDIAN

CLONAL POKEWEEDIAN: **Armor** 12, **Move** 60', $\frac{1}{2}$ Hit Die, 3hp, poison spittle 1hp plus poison, **Morale** 6. *Save versus Poison* after contact with spittle or blood.

Clonal Pokeweeditians resemble four-foot-tall purple duplicates of a human that their patch of giant pokeweed copied. Anyone copied by Pokeweeditians gets a +2 on all plant-related saving throws hereafter.



Each Pokeweedian has the mental ability scores of its original and all of that person's memories, although it understands that it has a separate existence. If Pokeweedians copy a Magic-User, then each copy will have the spell-casting ability of its original, but to use this ability, they will first need to acquire their original's spellbook and related magic paraphernalia. (They can only cast spells after memorizing them first.) If they copy a Cleric, then the copies will falsely believe that they have the same spell abilities as their original, although they actually have none.

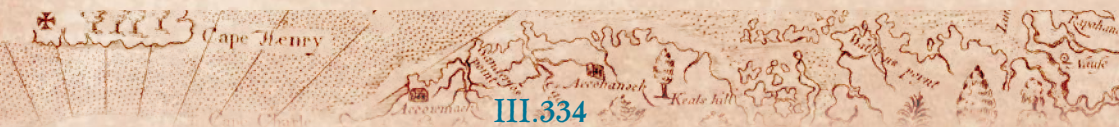
They will attempt to capture their original's holy symbol and religious paraphernalia, but if they succeed, they will discover that they cannot cast spells. At this, they become bitter apostates from their former religion.

They can spit a mist of phytolaccigenin, phytolaccatoxin, and other alkaloids at a target within ten feet. They need not roll to hit, and they can do this once per hour.

The spittle costs the target only one hit point, but she must make a saving throw versus Poison or lose another hit point during the following round to nausea and chills. Each subsequent round, the target must save again or lose another hit point to worsening symptoms: tremors, delirium, and respiratory paralysis. If multiple Pokeweedians spit on a target, the damage will stack (zhp per round, and so on). Their blood has the same properties as their spittle.

Pokeweedians will follow and protect from harm any New People they encounter. When the time comes for a Pokeweedian to disperse its seeds, it will bid the New People come to visit its stand of children, then depart.

A crop of Pokeweedians will go in search of new breeding grounds. Within a week, their bodies will explode, releasing seeds, each Pokeweedian causing d4 damage to anyone within ten feet. In three days, new Pokeweedian shoots will arise.



CORPSE KINGS, THE

The six Corpse Kings of the Western Gate (page II.254) share certain properties.

-  Normal animals avoid them.
-  For spells, they count as undead and Chaotic.
-  *Charm*, *Hold*, and *Sleep* do not affect them, nor do illusions.
-  They can see in the dark, and attackers cannot surprise them.
-  They can smell a Spacehole (q.v.) from any distance, and by coming within a hundred yards of one, they can perceive where and when it leads.
-  By concentrating for one round, each can discern the location and general status (for example, quiet, active, fighting) of any of its fellow Corpse Kings.





- 1-4 perfect recall
- 5-6 foggy recall (100% of full knowledge)
- 7 tip-of-the-tongue sense of lost knowledge
- 8 no memory of having known



If attacked, each Corpse King will telepathically warn the others. The three most mobile of the six—the Axial Revertebrator, Incinerant Cranioraptor, and Pneumal Inhalationist—will hasten to any peer in distress. Furthermore, the Axial Revertebrator will order any Thralls within the sound of its voice to arm themselves and defend the fort.

If anyone reduces a Corpse King to zero hit points, the possessing mind flees the host body. In 100 minutes, the mind possesses a new host from among the Thralls. The Colonic Reducer, Merciful Deincarnatrix, and Oothecal Incubist will each require 4 days to complete the transformation of a host; in contrast, the Axial Devertebrator, Incinerant Cranioraptor, and Pneumal Inhalationist, will assume their full powers immediately.

CORPSE KING: AXIAL REVERTEBRATOR: **Armor** 12, **Move** 120', 10 Hit Dice, 40hp, necrotizing touch d20, **Morale** 10. Regenerates damage from non-magical attacks.

From a distance, one could mistake the Axial Devertebrator for a Thrall—dirty Qing military dress, *guānmào* hat—until one notices the vertical strip of decay running from beneath the hat, down the face: nose and lips rotted to the bone, unfocused eyes coated with dust, and daylight showing through vertebrae. Yet if the Revertebrator turns, the decayed central patch shifts, always following the centerline of the body relative to the viewer. In profile, the Revertebrator has a



normal face and throat to one side, a queue (*biànzǐ*) to the other, and in between, a peeling skull and exposed vertebrae.

A crew of **zd4** Thralls surrounds the Axial Revertebrator at all times, in addition to any work crews it might supervise. Every daylight hour, roll **d12** for its location.

Axial Revertebrator Locations

Roll 1d12	Location
1	Area #1: Western Gatehouse
2	Area #2: Outer Wall
3	Area #3: Inner Wall
4	Area #6: Great Courtyard
5	Area #9: Eastern Courtyard
6	Area #13: Stables, receiving an Antenna component from the Colonic Reducer
7–12	Outside the fort , supervising Thralls in the installation of Antenna components (roll d12 for heading).

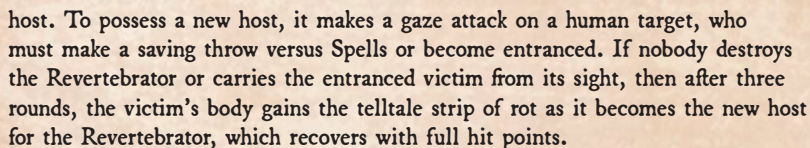
By night, the Revertebrator stays in the Great Courtyard (#6), on alert for raids by Incubants.

The Revertebrator speaks Manchu and courtly Mandarin (*Guānhuà*). Its voice sounds normal, despite the intermittent lack of lips, tongue, and voicebox. Thralls will not meet its gaze.

By concentrating for one round, the Revertebrator can mesmerize one person in its line of sight. Targets who have never tasted Corpse Milk may make a saving throw versus Magic to resist; those who have even once tasted Corpse Milk suffer a -4, and those currently intoxicated automatically fail. Those who fail become sympathetic to the Revertebrator, those who can understand its orders will comply with them in the manner of *Suggestion*. The effect lasts as long as the affected person remains in sight of the Revertebrator.

The touch of the Revertebrator causes necrosis. In combat, it will press a target's *qi* meridians. Hit points lost to its touch will only return through magical healing. Strange powers over entropy protect the Revertebrator. If unobserved by any organism bigger than a cockroach, it can instantly regenerate injuries.

If the Revertebrator loses half or more of its hit points, it will either try to retreat to a place where it can regenerate unseen, or it will try to possess a new



The Colonic Reducer

A Corpse King possessed a cavalry officer, Li Zhilin, and transformed him into a being that the Thralls regard with disgust and fear. Li's digestive tract has grown many times more massive than the rest of his body, and his lower intestine now writhes behind him like an elephant seal. Half a dozen trunks, tipped with recurved teeth or claws, snake in and out of the gut's distal orifice, dragging Li about. It reeks of failing liver (*foetor hepaticus*).

The Reducer's lower maw eats garbage, rocks, and other debris, converting them into exotic matter: lumps, knots, and polyhedra of weird luminosity. From its upper orifice—Li's mouth—the Reducer expels d_{4+1} of these Space Pellets a day, which the Thralls then collect in baskets for use in the construction of the Antenna. (See Space Pellets, page II.270.)

Li spends most of his time half-leaning, half-sitting, under a tattered parasol to keep off the sun and rain, while the Reducer drags him around the fort's Stables (area #13), eating garbage brought out by the Thralls. Li speaks courtly Mandarin and good Oriat Mongolian, and he seems oblivious to the strangeness of his condition, treating it like an inconvenience on the order of a game leg—embarrassing for an officer who belongs in the saddle, but not monstrous.

He sweats constantly, and in all weathers he fans himself, remarking on the heat. (At all times he has spare folding fans in his pockets.) Despite this discomfort, he still wears both traditional *magua* (shirt) and Manchu-style *changshan* (robe), the latter modified at the back for his new anatomy.

Li feels hot because the Reducer emits both heat and strange radiation. Anyone within twenty feet of the Reducer feels a general malaise and loses one hit point per round.



Despite his diminished self-awareness, Li resents the other Corpse Kings for what they have done to the once-proud garrison. Li still has his own will and limited influence over the Reducer. If Li can succeed in a Morale check, then he can assume voluntary control over it for two minutes. After taking such control, he cannot do it again for two hours.

If anyone harasses Li or the Reducer, the trunks lash out, stretching like earthworms to reach foes as far as thirty feet from the maw. If the Colonic Reducer reaches zero hit points, its tissues swell with gasses, until it plumps like a parade-float balloon, and the desert wind rolls it away.

The Incinerant Cranioraptor

CORPSE KING: INCINERANT CRANIORAPTOR: **Armor 12, Move 60', 6 Hit Dice, 30hp, heat blast 2d6, Morale 8.** Heat shield deflects or incinerates missiles.

The Incinerant Cranioraptor looks like a Thrall with a broken head that holds fire. Eyes and nose have burnt away, the dome of the skull has fallen in, and from the hollow rise flames that curl too slowly. It does not speak.

Every daylight hour, roll d12 for the location of the Cranioraptor. By night, it stays in the Antenna Quarters.

Incinerant Cranioraptor Locations

Roll

1d12	Result
1	Area #1: Western Gatehouse
2	Area #2: Outer Wall
3	Area #3: Inner Wall
4	Area #5A: Central Gatehouse, first level
5	Area #5B: Central Gatehouse, second level
6	Area #6: Great Courtyard
7	Area #7A: Antenna Quarters, Entry Hall
8	Area #7B: Antenna Quarters, Tea Hall
9	Area #7C: Antenna Quarters, Kitchen and Larder
10	Area #7D: Antenna Quarters, Library
11	Area #7E: Antenna Quarters, Adjutants' Chambers
12	Area #7F: Antenna Quarters, Commander's Chambers

It spends most of its time lost in seeming thought, the attention of its higher-dimensional mind turned to the Antenna and its calibration. The Cranioraptor



does not speak, leaving to the Axial Revertebrator and Merciful Deincarnatrix the chore of communication with three-dimensional meat-husks.

If harassed, it can defend itself in two ways. It can focus a blast of heat on a target within thirty feet, costing 2d6 hit points and igniting anything readily combustible. The Cranioraptor can also project around itself a shield of coherent heat that incinerates small projectiles and causes 2d6 damage per round to anyone within six feet. It can switch between these techniques every round.

The Cranioraptor suffers damage from weapons only when the damage die rolls on the high side of the die's range (for example, 5-8 on a d8).

The Cranioraptor requires a new host body every few months. If the Cranioraptor loses more than half of its hit points, it will try to possess a new host. To possess a new host, it makes a gaze attack on a human target, who must make a saving throw versus Spells or become entranced. If nobody destroys the Cranioraptor or carries the entranced victim from its sight, then after three rounds, the victim's head erupts in flames, as her body becomes the new host for the Cranioraptor, which recovers with full hit points.

If the Cranioraptor gets reduced to zero hit points or possesses a new host, then its old body sits down carefully and its flames consume the rest of it.

The Merciful Deincarnatrix

CORPSE KING: MERCIFUL DEINCARNATRIX: **Armor 12, Move 60'**, 6 Hit Dice, 30hp, bite d12, **Morale 8**. Outer bodies grapple for the central corpse-head to bite.

A Passenger on the alien vessel possessed Xu Ruiqi, an old woman who delivered pickled vegetables to the kitchens outside the fort, transforming her into a being that the Thralls have come to regard with religious love. Many take her for an avatar of Guanyin, the Bodhisattva of Mercy.

That transformation simultaneously aged Xu to death (and beyond) and caused younger versions of her to bud laterally from the right and left sides of her still-animate corpse. This budding repeated so that now, from the central, corpse-body, ten daughter bodies fan out, symmetrically, five on each side, each younger than the last: sixty years old, then forty-eight, thirty-six, twenty-four, and twelve, respectively. The eleven-headed Deincarnatrix smells of jasmine, incense, and carrion.

It wears the finest gowns from Jiayuguan Town—slashed down their sides and re-stitched as necessary. The Thralls continually bring it small dishes food, and although its alive-looking heads eat, the Merciful Deincarnatrix excretes nothing except milk. Many Thralls take this as a sign of its divinity.



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The Deincarnatrix retains the memories of its former self, and the outer heads quietly talk and joke among themselves and with the Thralls. It can carry on up to ten independent conversations. The central head says nothing, its eyes and tongue shriveled beyond use, but it appears to follow conversations.

The living heads will hail newcomers in Mandarin, with the folksy air of a country cousin made good. Anyone capable of understanding must make a saving throw versus Spells or suffer the effects of a *Charm Person*. Once the Deincarnatrix has charmed someone, one or more heads will propose that the newcomer “come here to Auntie and have a little drink.”

The breasts of the forty-eight-, thirty-six-, and twenty-four-year-old bodies swell with milk, and the Thralls come here to nurse once a day, usually several at a time. Corpse-Milk brings its drinker a mild euphoria for the next 240 hours, and during that interval it halts the progress of all diseases.

Furthermore, during this interval, the drinker can hear telepathic messages from the Deincarnatrix. If the Deincarnatrix makes a direct request (telepathic or spoken) during this period, the drinker who would refuse must make a saving throw versus Spells. A request for self-harm grants the drinker a +4 to the save.

If attacked, the Deincarnatrix will telepathically summon every Thrall to its defense; to those who have tasted Corpse Milk, the Deincarnatrix seems to call each by name, crying for help. In defense of the Deincarnatrix, Thralls will show suicidal bravery (Morale 12). If the Deincarnatrix fails a Morale check, it will attempt to flee into the Great Courtyard.

If it must fight, it can grapple up to five foes at the same time, or it can triple its attack bonus to grapple a single foe. Against a grappled foe, the central, skull-head moves with preternatural speed, biting the face and neck. And now the corpse-head does eat.

The Deincarnatrix regenerates three hit points per round, except if injured by magic. If anything reduces it to zero hit points, the decay of its innermost body sweeps outward, and the more youthful bodies fall apart, rotten before they hit the ground. For the next five minutes, every person who has tasted corpse milk—every Thrall—becomes delirious, unable to do anything but shriek, whimper, and crawl.



The Oothecal Incubist

CORPSE KING: OOTHECAL INCUBIST: **Armor** N/A, **Move** 0, **Hit Dice** N/A, **hp** N/A, **attack** see below, **Morale** N/A. Promotes the generation of Incubants in host bodies.

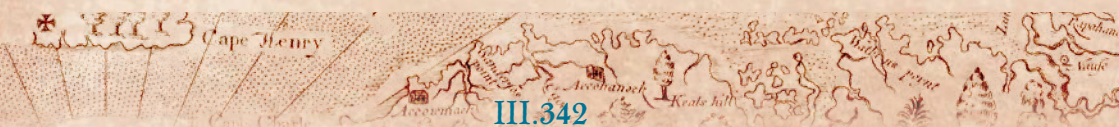
While the other alien Passengers possessed human hosts, one saw possibilities in a cockroach about to deposit an egg case. The Passenger possessed the cockroach, then amplified its vitality, until it grew into the architectonic freak that now rises to the zenith. This tower of gravity-defying pseudo-insect never worked as its possessor intended: as a factory for replacement Thralls. But it does “work,” in that any human who traverses the Western Courtyard, the base of the Incubist, must make a saving throw versus Poison or become host to $d4+1$ Incubants (q.v.), human-cockroach hybrids that begin to grow in the victim’s lymph nodes (armpits, groin, and throat).

After five minutes, each has grown into a mass like a bean under the skin. After ten minutes, each mass grows into a writhing lump the size of a rat, causing excruciating pain. Surgery to remove the mass costs $d3$ hit points each (or just one hit point, if the operator has medical training). Otherwise, after fifteen minutes, they erupt from under the skin, costing the victim $d6$ hit points each, as new Incubants crawl forth.

A *Cure Disease*, *Remove Curse*, or similar spell halts this process, but any masses remain beneath the skin until surgically removed.

From both inner and outer surfaces of the shaft bulge oblong masses two to five feet long. Anyone who touches one of these oothecae with bare flesh falls into a trance, and automatically becomes host for $2d4+1$ Incubants. Unless someone pulls the victim away, she remains entranced while the Incubants grow, emerge, and finally make their first meal of their former host.

The Incubist grows upward about three feet per day. If the adventurers somehow sever it from the walls surrounding the Western Courtyard, it will drift straight up.



The Pneumal Inhalationist

CORPSE KING: PNEUMAL INHALATIONIST: **Armor 12, Move 120', 4 Hit Dice, 30hp,**
vacuum kiss d4+1, Morale 7. Teleports attackers.

From a distance, the Pneumal Inhalationist looks like a Thrall, but its continuous hissing, as of an indrawn breath that never ends, betrays it. A closer look reveals a nose, lips, and cheeks eaten away as if by noma (*cancrum oris*). It does not speak.

Every hour, day or night, roll d12 for the location of the Inhalationist.

Pneumal Inhalationist Locations

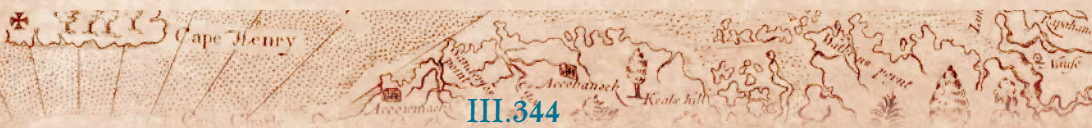
Roll 1d12	Location
1	Area #1: Western Gatehouse
2	Area #2: Outer Wall
3	Area #3: Inner Wall
4-5	Area #5A: Central Gatehouse, first level
6-7	Area #5B: Central Gatehouse, second level
8-9	Area #5C: Central Gatehouse, third level
10	Area #8: Eastern Gatehouse
11	Area #11: Garden Plots
12	Area #12: Kitchens and Larder

The Inhalationist handles such teleportation duties as remain within the Corpse Kings' now straitened powers. Every few days it spends several hours concentrating, then teleports a heap of biomass down from the ring. The Thralls then rake this heap for food and firewood.

Nine times per day, the Inhalationist can teleport itself or another human-sized creature. It can teleport itself in the manner of the *Dimension Door*, but with no danger of materializing inside a solid object.

It can also defend itself by teleporting others away. If any person tries to approach within twenty feet, the Inhalationist teleports that person twenty feet farther away on that person's vector of approach. At the next approach, the Inhalationist teleports the approacher forty feet away; every subsequent approach doubles the distance of the teleportation, until encounter ends or the Inhalationist tires. (For parties that meet the Inhalationist in areas #1-8, longer teleportations may result in falls of two or more stories).

Continued on page III.346.



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Against a single target in a single round, this defensive teleportation allows no saving throw. But if the Inhalationist has to teleport multiple persons in a single round, then each gets to make a saving throw versus Magic at a cumulative +1 for each person teleported.

Unlike *Dimension Door*, this defensive power does not forbid teleportation into solid objects. So if a target ends up partly overlapping something else, the Referee must determine survivability.

But the Inhalationist might allow an attacker to come within *mêlée* range, whereupon it will grapple. If this hits, then the target must make a saving throw versus Paralyzation. Success means the Inhalationist pulls the target into the semblance of a kiss, sucking her breath for $d4+1$ points of damage. (If the Inhalationist kills someone in this manner, it instantly possesses the new body.) But if the grappled target fails the save, then what happens next depends on how many teleports the Inhalationist has left.

-  **ZERO:** vacuum-kiss, as above
-  **ONE OR TWO:** The Inhalationist teleports the victim $d10,000$ feet straight up.
-  **THREE OR MORE:** The Inhalationist teleports itself and victim into the ring orbiting the Earth. There, amid freeze-dried trees, birds, and fish, the victim begins to suffocate as described in “The Sussurant Voids” (page II.242). If the victim dies, the Inhalationist possesses the body as its new host and then teleports back down to a new location in the fort.

The Inhalationist suffers damage from weapons only when the damage die rolls on the high side of the die's range (for example, 5-8 on a $d8$). If it fails a Morale check while it has any teleports left, it will teleport itself to the nearest of the other Corpse Kings.

If the Inhalationist falls to zero hit points or possesses a new host, its old body crumbles, imploding face-first into its vacuum heart.



COYOTE

COYOTE: **Armor 14, Move 360', ½ Hit Die, 4hp, bite d4, Morale 5.**

Canis latrans lives alone or in packs of 2d4, and it seldom attacks humans.

CREEPERLING

CREEPERLING: **Armor 13, Move 90', 1 Hit Die, 4hp, bite or stomp d4, Morale 12.** Three Creeperlings will emit pollen; save or suffer paralysis.

Creeperlings look like hairless human children with unblinking black eyes and skin the color of new rootlets. They wear no clothing, have no voices, and smell of cut leaves. By day, they prowl the Shadow of the Creeper (page II.243).

Sleep, Charm, Hold, and similar spells do not affect Creeperlings, but spells that affect plants do. *Speak with Plants* cast upon Creeperlings yields a repeating, unvarying message: "We are going to eat you."

If three converge on a single human-sized target, their pollen-sacs dehisce: their crania burst in a cloud of yellow dust ten feet in diameter. The target must make a saving throw versus Paralyzation or fall into convulsions for the next d4 minutes. Until the convulsions stop, Creeperlings need not roll to hit the victim, and any nearby Creeperlings will converge to gnaw, rend, and stomp. Creeperlings with burst heads continue to fight, but now at -4 to hit, sightless.





DEFENSIVE MATERIAN

DEFENSIVE MATERIAN: **Armor 12, Move 90', 2 Hit Dice, 9hp, dirt punch d8, Morale 12.**
Immune to piercing, half damage from slashing weapons.

These clumps of animate dirt resemble their targets, which the Fabricator has used as models. Defensive Materians strike with fists of loam and clay.

Piercing weapons cause them no harm; slashing weapons cause only half damage. Defensive Materians have no minds to persuade or trick.

Dispel Magic causes any in range to collapse back into dirt.



DISASTRUMIZED HONEYBEES

If disturbed, this hive or swarm takes one round to mobilize. Thereafter, any unprotected vertebrate within fifty yards will begin to lose d3 hit points per round, no saving throw. Fleeing reduces the damage to one hit point per round.

The bees will not pursue beyond fifty yards. But for the next hour, they will attack anyone who ventures within that radius.

Their stings behave strangely. From each wound, a fine, silvery foam forces out the stinger and builds into a fist-sized globule on the skin. This foam sticks to anything and burns eagerly. Oil and alcohol will cut it.

For every three hit points lost to Disastrumized Honeybee stings, one can harvest a pint of this foam, which weighs next to nothing, but will burn like two flasks of oil. Over the next three days, the foam collapses into a resin, which burns only sluggishly.

Anyone stung to death exudes a cocoon of 5d20 gallons of the combustible foam.

A hive of Disastrumized Honeybees will contain d3 pints of honey. This honey restores one hit point per tablespoon consumed, but it also intoxicates: each tablespoon lowers Charisma, Intelligence, and Wisdom by one point each for the next two hours, with





both losses and duration cumulative. If any score falls below three, that person falls unconscious, and awakens d4 hours later, addicted to the honey. She will lie, steal, and worse to get it. *Remove Curse* or *Cure Disease* can cure this addiction, but only during its first week.

Bears will investigate anyone who has eaten Disastrumized honey.

EUSTACHIAN ASSIDUANT, THE

THE EUSTACHIAN ASSIDUANT: **Armor** 14, **Move** N/A, 8 Hit Dice, 30hp, claws 2d8, **Morale** 9. Possesses the inner ear of whoever conjures it.

Refusis #1 (page I.38) carries around his neck a bone whistle. Blowing this whistle causes the Eustachian Assiduant to manifest in the material world, depositing a mouth in the inner ear of the person who whistled. The ear seemingly goes deaf, painful and impacted, but after an hour, the Assiduant begins to whisper, its drooling mouth pressed against the eardrum. It speaks Old Akkadian, Middle Egyptian, and Koine Greek, and it will use them to ask the same question: “By what words of power do you command my service?”

If not answered with the correct pass phrases (recorded in Trefusis’s notebooks), the Assiduant will reply, “Then I must recover my mouth. Go where others cannot see you.” (The Assiduant could just grow a new mouth, but it thinks it shouldn’t have to.)

Whether or not the whistler deliberately complies, on the next occasion when the whistler goes someplace where others cannot see, the Assiduant attacks. In the air around the whistler coalesce jointed and branching plumes, like feathers made of claws, to dig the Assiduant’s mouth from the would-be master’s flesh. The Assiduant can

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BLOOD”: From the inner ear, the mouth bores a proboscis into the whistler’s carotid artery, drinking d4+1 Constitution worth of blood. For the next ten minutes, the whistler must make a saving throw versus Poison to take any action besides clutch her ear in agony.

Once paid, the Assiduant will move the designated objects to its alien space for safekeeping. The Assiduant explains that at any time during the next thirty-one days, the whistler may ask the Assiduant to return the goods at no cost. If the whistler leaves the goods in storage longer, then the Assiduant will require one of the three payments to return them.

But if the whistler fails to speak the correct words of power and also fails to provide the payments, then the mouth will start to verbally abuse the whistler. Meanwhile, the mouth grows larger and louder, such that persons nearby can hear its muffled

insults. The whistler, meanwhile, suffers a debilitating earache, losing one point from Charisma, Intelligence, and Wisdom per day.

For determining spell ranges, consider the mouth as already touching the whistler. *Cure Disease* and spells of exorcism will drive the mouth out via the Eustachian tube: in a flux of blood, an involute mass wriggles into the whistler's throat. This costs the whistler 2d6 Constitution and permanent deafness in one ear.

If any ability score falls below three, the whistler dies. Lost faculties return at a rate of one point per ability score, per day.

If any observer approaches during one of the Assiduant's manifestations, the observer's sight causes the Assiduant's claws to dissolve, while the whistler loses d4+1 hit points in sympathy. If the whistler inflicts ten or more points of damage on the Assiduant's claws, it will not show them on Earth for a week.

If someone else blows the whistle, the Assiduant abandons its mouth to rot in the ear of the previous whistler. This person must make a saving throw versus Poison or lose d4 hit points to infection, repeating the roll each day until she either makes the save or dies of sepsis.



FLAPTIC RECONNOITEUR

FLAPTIC RECONNOITEUR:

Armor 12, Move 240', ½ Hit Die, 3hp, bite 1, Morale 7.
Swarm attacks as a group, inflicting d6 damage to one target per three Reconnoiteurs.

The anatomy of one of these creatures suggests a winged worm, but wings and drooling gills branch from where one might expect



a head, while an orifice with claw-like grippers swings from the opposite end. On the ground they drag themselves inchworm-style. At rest, they hang by their grippers, wings down.

Against human sized creatures, they make swooping, hit-and-run attacks. A target must make a saving throw versus Breath Weapon or lose d6 hit points per round, as the swarm nips away bits of flesh. For every three Reconnoiteurs, a swarm can attack one human-sized target. A swarm requires a ceiling at least fifteen feet high to maneuver for this attack.

FLESH CRYSTALLIZER

FLESH CRYSTALLIZER: **Armor 12, Move 30'**; ½ Hit Dice, 4hp, individually harmless, **Morale 6.** Collective psychic attack inflicts 1hp of transmutation damage per Crystallizer (see below).

These detritivores of the Blistered Forest crawl on discs of tube feet, and they convert decommissioned structures into organic crystals, which rise from their bodies.

Most Crystallizers stand waist-high on a human. For any group of Crystallizers, roll 2d12 to determine their Crystal Habit (i.e., structure) and the Substance they extrude as crystals. Separating this Substance from the rest of its body kills the Crystallizer.

Flesh Crystallizer Habits and Substances

Roll 1d12	Crystal Habit	Roll 1d12	Substance
1	acicular	1	ambergris (3d6 × 100sp)
2	columnar	2	ammolite (d100sp)
3	cubic	3	anthracite (will burn)
4	dodecahedral	4	beeswax (complete with wax bee replicas)
5	fibrous	5	bitumen (will burn)
6	hopper	6	cochineal (d4 × 100sp)
7	lamellar	7	earwax (human)
8	octahedral	8	horn (d4 × 100sp)
9	prismatic	9	ivory (2d8 × 100sp)



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Roll 1d12	Crystal Habit	Roll 1d12	Substance
10	reticulated	10	nitrocellulose: If one of these Crystallizers touches flame, roll: 1-3 means no ignition, 4-7 means that the Crystallizer erupts in a pillar of fire, and 8 means that the Crystallizer deflagrates in a fireball that causes 2d4 damage to anyone within ten feet (and the Referee must now roll to see if adjacent Crystallizers ignite).
11	sphenoid	11	pearl (2d12 × 1,000sp)
12	tabular	12	plaque (tooth)

If harassed, Flesh Crystallizers will unite their limited volitions and channel the power of the Blistered Forest in an attempt to transmute part of their harasser into whatever substance they extrude. The harasser must make a saving throw versus Magic: failure means that its surface erupts with masses of that substance, converted from its own flesh, and the target loses one hit point per attacking Crystallizer. The victim may make a saving throw versus Poison to halve this damage. A target reduced to zero hit points by the Crystallizers has its body wholly transmuted into five Crystallizers' worth of the Substance, while the victim's belongings remain intact.

Crystallizers can use this defense every round, but they must concentrate their attacks on a single target each time.



FRACTAL ONYCHOPHORATOR

FRACTAL ONYCHOPHORATOR: **Armor** 14, **Move** 120', 2 Hit Dice, 12hp, leg deposit d4+1 plus strength loss, **Morale** 9. Legs attach to the target, becoming independent combatants.

These hunters of the Blistered Forest resemble black-furred velvet worms (onychophorans), but stand more than knee high and stretch up to a dozen feet long. Fore and aft ends appear identical, each having a long pair of furred antennae. Eyeless, they hunt by vibration and smell. They ignore the first four points of damage from heat and fire.

Each Fractal Onychophorator has 3d6 pairs of claw-tipped legs, which bear conical projections down their inner side. An Onychophorator lunges at prey, and if its initial attack succeeds, it leaves behind (d4+1) of these legs—young Onychophorators, clinging to their victim.



Through their claws, the young inject venom that saps two points of Strength per young. A saving throw versus Poison halves this loss. Meanwhile, the adult will either lunge again or select a new target. Each adult Onychophorator can shed up to half of its limbs in this way.

A person attacked by young Onychophorators must choose: fight the parent or pry off d3 young per round. Using a knife adds one to this roll.

If the young reduce a creature's Strength to zero, they and their parent will feed, draining the creature of its fluids.

GABBLING HARVESTER, THE

THE GABBLING HARVESTER: **Armor** 14, **Move** 240', 5 Hit Dice, 24hp, three hands for 1hp each, **Morale** 10. If two hands hit, the Harvester automatically bites for d12.

One of the Sub-Processes made the Gabbling Harvester as a test, but forgot to euthanize the result. The thing's body plan resembles that of a seven-hundred-pound harvestman (daddy longlegs): its central mass bobs a yard off the ground, suspended by eight legs, each of which arches ten feet high. But its cephalothorax resembles a compressed parody of the human form, with a face at the forward side and unmistakable buttocks aft. Lank hair parts above eyes that often frown and squint, as if struggling to remember. Its legs end in oversized human hands of unexpected grace.



If at least two of its three hand attacks strike a single target, then the Harvester automatically delivers a bite for d12 points of damage.

Despite its subhuman intelligence and hunger for raw flesh, it still feels a compulsion to speak with humanoid creatures. If looked in the eye and spoken to, it will gabble in an obviously delighted attempt to talk for as long as its interlocutor shows interest, provided nobody hurts it in the meantime.

The Harvester can almost understand the radio language of New People. If any New People silently address it, it will weep with joy and attempt to nuzzle them.

GIANT OPOSSUM AND HER SCREAMING JOEYS, THE

near the path of the adventurers lies a female opossum (*Didelphis virginiana*) bigger than a prize ox. Involuntarily playing dead, it foams at the mouth, lips peeled back, expelling from its anal glands a greenish fluid that makes it stink of carrion. On its body cling (d4+2) frightened joeys the size of English foxhounds.

GIANT OPOSSUM: **Armor 14, Move 120', 7 Hit Dice, 35hp, bite d8+d6, Morale 8.**

SCREAMING JOEY: **Armor 12, Move 60', 1 Hit Die, 7hp, bite d6, Morale 5.**

Typical of opossum joeys, these cannot yet play dead. Therefore—less typical of opossum joeys—they will instead cry false warnings, in voices like those of human children. They speak Tutelo and Powhatan. In the manner of children unprepared for some caper, they speak over each other, giving conflicting information.

"Our mother has rotted, stay away! So stinky and nasty."

"Mama has fallen ill, and she will make you sick, too! Run!"

"Poison! We have all rolled in deadly poison!"



Whatever frightened the Giant Opossum into her coma has departed, but the Joeys will probably tell the adventurers about it, if calmed down or given food.

The mother cannot wake up until the Joeys quiet down. Once she has had five minutes undisturbed, she will awaken. If she finds any Joeys missing or dead, she will relentlessly track the perpetrators, waiting for an opportunity for revenge.

The Giant Opossum cannot talk. If she fails a Morale check, she will play dead.

GHOST SNAIL

GHOST SNAIL: **Armor 12, Move 60', 1 Hit Die, 5hp, chilling ectoplasm d6, Morale 12.**
Immune to mundane weapons.

One night a week ago, twenty-nine huge snails crawled from the woods and attacked the crops of a Monacan village. They looked like the familiar *Hendersonia occulta* except for their size: shells a yard across and eyestalks taller than a grown man. The Monacans easily slew the monsters, heaping their bodies in a nearby gully. But at nightfall, vaporous Ghost Snails crawled forth to gnaw the living.

If anyone passes a night within the village, then shortly before midnight, $3d6+z$ Ghost Snails will seep up from the nearest household's fields. They move silently and with jerky speed as if in a time-lapse film. They will not cross running water.

Only spells or enchanted weapons can harm them. Their touch chills, coating the victim with ectoplasm that hardens into a transparent, preservative, slime.





HEADLESS MONOCEROS, THE

THE HEADLESS MONOCEROS: **Armor 14, Move 240', 8 Hit Dice, 40hp, gore 2d8, Morale 10. Charge does double damage.**

This creature looks like a bull American plains bison (*B. b. bison*) missing its head and neck. From the furry hump between its shoulders rises instead a single up-curved bison horn, much larger than normal, four feet from base to tip. The creature stands six and a half feet high at the withers and weighs more than a ton.

When the party first encounters the Monoceros, they will see it a hundred yards away in some picturesque setting: on a promontory, crossing a stream above a waterfall, or the like. But it soon moves into cover, and attempts to pursue it find only tracks.

Provided the party does not attack the Monoceros during this first sighting, then immediately after the party's next encounter (random or keyed), the Monoceros will return. This time it approaches slowly and stops a few paces away, bending a foreleg to lower its horn. If anyone touches this horn, that person's voice drops an octave as she begins to speak as a medium for the Monoceros: "What seek'st thou, my children?" The medium may withdraw her touch from the horn at any time, thereby regaining control of tongue and voice.



If the party asks any questions, the Monoceros will interrupt:

"I shall answer questions three—or answer two and give my blessing. Choose, my children."

If the party chooses the three questions, the Monoceros will faithfully answer, and it knows everything in this book. Keep the answers under ten words each.



If the party chooses two questions and the blessing, the Monoceros will answer two, then void its bowels and bladder. “I have kept my word,” it says. “Long may we dwell in peace.” At this, the Monoceros gallops off, hoofbeats shaking the earth.

The first person who touches the urine or the dung with bare skin gains the blessing of the Monoceros: the ability for that character’s player to choose, in advance, the result of any three die rolls that directly affect this character, during the remainder of this session and during the entirety of the next.

The Monoceros hates New People. If any approach while the Monoceros has the use of a medium, it will declare, “I hold no intercourse with these false ones. Warn them from my sight.” If any continue to approach, it will try to kill one, then stomp its body into the earth as a warning to the rest.

HELMINTHIC PLAGIARANT

HELMINTHIC PLAGIARANT: **Armor** as original, **Move** as original, 2 Hit Dice, 7hp, damage as original (by weapon), **Morale** 12. Anyone listening to their proposals must make a saving throw versus Magic or find them persuasive.

While alive, these simulacra look and sound indistinguishable from the persons they copy, but they smell faintly of squash flowers. The Spirit Snail sends them among humans who trespass in its Village a second night. Plagiarants speak with their faces averted, as if fearing someone overhearing. (They cannot speak if a human can see their mouths, which never actually move.)

Plagiarants will come among the adventurers only if the party somehow divides its forces or its attention (for example, some sleeping while others watch, and so on). If the party will not divide, then the Plagiarants will seek to divide them.

They will express deep unease over the adventurers’ trespass in “this place of the dead.” In hushed and conspiratorial tones, they will propose leaving tonight, to avoid further disturbance of the spirits here.





The Plagiarants will propose leaving behind the physically weakest member of the party. If this weakest person has difficulty traveling (say, because of a broken leg), then the duplicates will suggest a silent departure. If this weakest person can travel, then the duplicates will propose quickly and humanely slaying her, then butchering her remains. “Her blood will fat this holy place,” they say, “and bring forth verdure.”

Anyone who listens to these proposals must make a saving throw versus Magic, or the proposals will sound regrettable but necessary. But if a person so bewitched sees both a Plagiarant and its original at the same time, this delusion ends.

A Plagiarant has the **Armor**, **Move**, and **damage** (by weapon) of the person copied. It cannot copy magical abilities.

If something kills a Plagiarant, then from its wounds partially emerge $d4+1$ giant whipworms, six feet of gristly lash. The round after the Plagiarant falls, the whipworms begin to snap at anyone nearby. For every whipworm, give the corpse an attack bonus of one, one hit point, and one point of damage per attack. Anyone struck must make a saving throw versus Poison or suffer a penalty of five to Dexterity from paralytic venom.

When a slain Plagiarant falls, so does its illusory humanity: it now resembles not a human body, but a dummy made from chunks of giant-snail flesh sinewed by whipworms, its belongings made of squash leaves and stems. Anyone who kills a Plagiarant in hand-to-hand combat gets a +4 on the next three saving throws to resist manipulation or illusion.

HOOP MILLIPEDE

HOOP MILLIPEDE: **Armor** 14, **Move** 90', $\frac{1}{4}$ Hit Dice, 1hp, bite 1 plus venom (only if captured), **Morale** N/A. If disturbed, they flee, making noise that attracts another encounter.

In the Blistered Forest, one encounters swarms of ($2d6 \times 1,000$) of these yard-long scavengers. Each Hoop Millipede emits a faint, oscillating hum; a swarm emits a wall of brown noise that Magic-Users find soothing. Any Magic-User who does nothing but quietly listen for five minutes regains $d4$ hit points or a +4 to her next saving throw (player's choice).

If molested, a Hoop Millipede will grasp its fore and hind segments into a hoop, and roll away, buzzing, arching and banking along the curved walls of the Blistered Forest

Only if seized will a Millipede bite, causing but one point of damage, but prompting a saving throw versus Poison. Failure means that the Millipede's venom dissolves the



attacking limb. The victim permanently loses $d3+1$ Dexterity or Strength (player's choice) and falls to just $d3+1$ hit points from shock.

Hoop Millipedes will move out of the way of anyone walking, but running or commotion will cause them to stampede with a roar like dozen Theremins. This noise breaks the concentration of anyone casting a spell or controlling a spell effect, not only in this Chamber, but also in those adjacent. Furthermore, the noise attracts the attention of a wandering Denizen of the Blistered Forest (see table, page II.183), which arrives in $2d6$ rounds.



HOVER DOE AND HER PUGNACIOUS PARCEL, THE

This Parcel contains $3d8$ white-tailed deer, but one doe has strange anatomy. Instead of forelegs, two more heads jut, upside down, from its shoulders; its front end hovers in the air, while its hind legs tread the ground normally.

The other deer will stop twenty yards away, but the Hover Doe will approach the party, seemingly fearless. Bloated ticks pebble the ears and eyelids on its three heads, and a pall of mosquitoes swirls around it. (The other deer in the Parcel do not suffer these infestations.)

HOVER DOE: **Armor** 14, **Move** 90', 2 Hit Dice, 10hp, kick $d6$ or butt $d8$, **Morale** 7.

The Doe cannot talk, but the mosquitoes' can, synchronizing their whines into a voice. It declares, "We seek a contest."

The deer want the humans to face one of their bucks in single combat. The human may use a *mêlée* weapon to compensate for its lack of hooves, but the doe explains that



the human may not throw this weapon: “You shall not hunt our champion.” The bucks have just started growing their antlers for the year.

If the buck draws first blood, then the humans must give (d8+1) rations of food to the Parcel.

CHAMPION BUCK: **Armor** 14, **Move** 240, 2 Hit Dice, 12hp, two kicks d6 each or one butt d8+1, **Morale** 11.

If the human draws first blood, then the Parcel will escort the humans until the next sunset and guard them through the night. The Hover Doe will ask about the humans’ travels, and it will ask if they have met “a haughty owl that speaks,” asking about the owl’s whereabouts, condition, and goals. If pressed about why it wants to know, the Hover Doe will change the subject (embarrassed by its unrequited love for the Pelletristic Owl).

If the party refuses the contest or offers the Parcel violence, then they will attack, disgusted by the savagery of these upright flesh-eaters.

ORDINARY DEER: **Armor** 14, **Move** 240, 2 Hit Dice, 8hp, kick d6 or butt d8, **Morale** 7.

The Parcel mistrusts New People, and they will not accept a New Person as a combatant.



INCUBANT

INCUBANT: **Armor** 14, **Move** 120', 1 Hit Die (forty pounds), 5hp, sharp stick d4 or bite d3, **Morale** 8. In darkness, they surprise five in six times.



These compromises between human and cockroach took the worst features of each. They scurry on six limbs but can use their foremost pair to use and even make simple tools.

They have pulled bricks from the fort and dug tunnels into the rammed earth within; scores now infest the walls. By night, they creep forth to prowl for carrion and for Thralls that wander too far from the fires of the Central Courtyard. In darkness, Incubants surprise five in six times.

INLUMINOID

INLUMINOID: **Armor** 13, **Move** 120', 1 Hit Die, 7hp, bite d4, **Morale** 8. Zone of darkness provides 50% cover against missile fire.

Vegetable Inluminoids stand five feet tall and absorb all light within two feet of their bodies, such that they look like intermittently human-shaped blobs of darkness. They smell of split pine.

Spells that affect plants affect Inluminoids. *Sleep*, *Charm*, *Hold*, and other mind-affecting spells do not.

They spend their days in pods high in the canopy. After dark, they descend to investigate anything new, and they will try to steal from visitors. Anyone who spends the night "In the Shadow of the Creeper" (page II.243) attracts d4+z Inluminoids.

Each Inluminoid will attempt to steal one item from the strangers. They will bite only to defend themselves.



INVERTIVE DIGESTRANT

INVERTIVE DIGESTRANT: **Armor** 14, **Move** 60', 4 Hit Dice, 20hp, inverted stomach-lash d8, **Morale** 12. Spiny stomach crawls over victim for progressive d3 damage per round.

When quiescent, Invertive Digestrants resemble black insect pupae some five feet high and a yard in diameter, with puckered orifices at their tops.

If anyone approaches within thirty feet, the Digestrants awaken: from their tops down, they roll inside-out, revealing eight-inch spines on their formerly inner surface. Inverting, they scatter the remains of past meals—bones, feathers, clothing—and stretch to ten feet long, creeping on their digestive spines.

They rear up and slap themselves at prey. Treat a hit as a grapple: the target must beat an opposed mêlée attack roll to break the hold or suffer d3 points of damage on the Digestrant's turn thereafter. Once a Digestrant grapples, it will not abandon prey for any reason except its own death.



LAST ARGUMENT OF THE SPEAKING SWAMP, THE

THE LAST ARGUMENT OF THE SPEAKING SWAMP: **Armor 12, Move 0'** (reach 100 yards), 20 Hit Dice, 100hp, swallows one human-sized target per round, **Morale 12**.

This trunk of blue-green flesh rises more than a hundred feet from the surface of the Speaking Swamp. Its tip arches down, flicking out a tongue that slurps up one human-sized creature per round. The victim gets no saving throw.

One swallowed by the Last Argument loses d4 points of Constitution per round, becoming unconscious at three and dead at zero. Eight points of slashing damage, inflicted in one spot, will free the swallowed.



LION, MOUNTAIN

LION, MOUNTAIN: **Armor 14, Move 360'**, 2 Hit Dice, 9hp, one bite for d8+1 or two claws for d4 each, **Morale 8**. Ambush grants +5 against a surprised target; bitten target suffers damage until it breaks grapple.

The Mountain Lion (*Puma concolor cougar*) hunts alone. Climbing with silent ease, it surprises victims seven out of eight times by day, eleven out of twelve by night. Against a surprised victim, it gets +5 to its initial attack roll.

If the bite hits, the target must make an opposed mêlée attack roll. If the lion wins, then it holds with a crushing bite, inflicting automatic damage every round until the victim dies, breaks this grapple, or drives the lion away.

If cornered, the lion will strike at multiple targets per round with claw attacks.

MANUAL DOGS, THE

THE MANUAL DOGS: **Armor 12, Move 240', ½ Hit Die, 3hp, bite d3, Morale 8. Secret hands.**

These 3d8 underfed mongrels appear trailing the party or circling their encampment. If the party shows kindness, especially by sharing food, then the friendlier and bolder Manual Dogs will approach, wagging tails and nuzzling hands.

This gestalt organism has a dog's personality, but it has an intellect at least as great as that of a human. If it ingratiates itself with a party of travelers, it will act like a pack of normal dogs, begging for food and barking at the approach of others. If they meet the Physician Skunk, they must succeed in a Morale check to refrain from attacking it.

At their first opportunity to do so unobserved, the Dogs will use their powers to help themselves to the humans' foodstuffs. Each can disgorge what looks like the arm of a human child, proportionate to the Dog's size, the shoulder rooted somewhere in the dog's throat. (Where this arm goes between uses, neither the naked eye nor an autopsy will reveal; it seems to exist only when in use.) Each Manual Dog has either a right or a left arm, and they work in pairs, coordinating to untie knots, open buckles, and use tools.

Two or more Dogs will dole out food to their fellows. The Dogs must succeed a Morale check to share food without any growling or snapping that might give them away.

The Referee might let the first of these thefts happen without the party's knowledge. Then, in each subsequent theft (or attempt), let one member of the party witness the Dogs using and then hiding their humanlike hands. Who would believe such a tale?



Manual Dogs will bite humans only in self-defense. The pack really does long for human companionship, but its yegg habits have served it well, and it will not quickly reform.

A Manual Dog will not willingly venture more than a hundred yards from the pack. If forcibly taken further, a lone Dog becomes crazed, attacking anything, including inanimate barriers, until it either escapes, exhausts itself, or dies. If the rest of the pack can hear their comrade, they will attempt a rescue.

Every month, females will whelp $d6+1$ puppies, half of which will survive to breeding age. When the pack reaches sixty Dogs, then it will divide. Over three nights of howling and three days of bloody scraps, the pack divides into two separate beings, each comprising half of the original number.

The Manual Dogs dislike and distrust New People.

METAMOLT BUG

METAMOLT BUG: **Armor** 14; **Move** 60'; $\frac{1}{2}/2/4$ or 6 Hit Dice; 3/10/20/30 hp, bite $d4/d8/d10/d12$, **Morale** 11. Killing one prompts its corpse to molt a Bug with two more Hit Dice.

Metamolt Bugs look like eyeless, twelve-legged scarabs and weigh forty pounds. They have an unusual relationship to the thermodynamic laws that govern metabolism. If you kill one by any means that leaves its body more or less in one piece, the carcass instantly dehydrates, becoming a papery husk. Then, three rounds later, from that husk bursts a new Metamolt Bug twice as big as the previous, having two more Hit Dice.

They start with $\frac{1}{2}$ Hit Die, and they can resurrect themselves to two, four, and finally six Hit Dice. At eight Hit Dice, a Metamolt Bug can no longer support its own weight: it collapses, unable to breathe but unable to die, and it will remain so until something destroys it (or the Blistered Forest, or the Earth).





MIRROR DRAKE, THE

THE MIRROR DRAKE: **Armor** N/A (you can't miss), **Move** 240', 24 **Hit Dice** (360 tons), 255hp, bite: death or lost limb (see below), **Morale** 12. Immune to non-magical attacks.

The Mirror Drake has two heads on comically thin necks, each neck growing from the opposite end of a squat trunk. That trunk rises on eight clawed limbs, with two pairs of limbs pointing “forward” relative to each head. The Mirror Drake never finds this confusing. The heads have no eyes, ears, or nostrils. Interlacing fangs curve over its lips, and mirror-like scales cover its body.

The Mirror Drake began under six feet long, but it grew quickly. After gorging on the people and horses of Richmond, the Mirror Drake now wants to rest for a few weeks. It can sense magic the way an electric fish senses other nervous systems, and it will investigate any spell casting, spell effects, or magic items within a half a mile.

Non-magical attacks do not hurt the Mirror Drake. It has never encountered anything that could hurt it, so it does not know to retreat.

The Mirror Drake can bite twice per round, once with each head. Anyone struck must make a saving throw versus Breath Weapon or die. A successful save means that the bite either takes a limb or all of the victim's hit points but one; let the player choose. One who chooses the severed limb permanently loses $d3+1$ Dexterity or Strength (player's choice), falls to just $d3+1$ hit points from blood loss, and loses another hit point every round until bandaged.

Each head can exhale, up to three times per day, what looks like a ten-foot soap bubble. The Mirror Drake designates a target within three hundred feet, and the bubble travels there, swelling to up to thirty feet in diameter, passing through intervening obstacles, including the ground, as if the bubble were immaterial. At its destination, the bubble “pops,” and all non-living and non-magical matter within its radius vanishes with a whoosh.

This leaves a pit, usually fifteen feet deep, as the bubble nullifies pavement, soil, and the like. Living things within the bubble's radius tumble into the pit, suffering $d4$ damage, plus one additional point per human-sized creature falling in (and an additional $d8$ per horse-sized creature). The pits both concentrate and tenderize the Mirror Drake's prey.

If someone manages to reduce the Mirror Drake to zero hit points, it instantly collapses back into all the creatures that it ate, which return to life in a heap, injuring many and crushing some.





MOTEWORLDER

MOTEWORLDER (IN HUMANOID FORM): **Armor** 12, **Move** 120', 3 Hit Dice, 15hp, punch d8, **Morale** 8. Vulnerable only to magic.

From a distance, Moteworlders resemble airborne sparks. Up close, they resemble luminous plankton: amphioxys, ctenophores, or notostracans. They communicate with their own kind by means undetectable to humans.

Their size belies their power, for their bodies consist not of baryonic matter, but of exotic materials having at least half the strength of the nuclear strong force. They can fly beyond escape velocity and melt tunnels through any earthly mineral. Short of magic, nothing on Earth can harm them.

Moteworlders can exude and control a luminous, translucent utility fog up to three cubic yards in volume. They can thereby extrude a variety of useful shapes: machines with moving parts, simulacra of human and animal bodies, and so on. These fogs have the weight of cotton candy but the toughness of steel. Moteworlders use them to fistfight with humans.



MUSSEL WORM, THE

THE MUSSEL WORM: **Armor** 12, **Move** 60' (land) 240' (water), 4 Hit Dice, 21hp, bite 2d4, **Morale** 11. Treat bite as a damaging grapple, followed by an attempt to drown the victim.

Although primarily a parasite, this five-hundred-pound trematode flatworm will gladly add fresh meat to its diet. It glistens like raw liver, making it hard to spot among the viscera of the Mussel Dam (page II.142). Even in daylight, it surprises five out of six times.

Treat its bite as a grapple. Unless the victim breaks free, the Worm will drag its prey into the viscera of the Mussel Dam to drown.



NEW PEOPLE

Sub-Processes (q.v.) created New People as means to embody their minds on Earth. The creators used humans as their template while also incorporating elements from other kingdoms of life.

A typical band contains d6+z New Persons. Unless noted, a New Person has the following statistics.

NEW PEOPLE: **Armor 13, Move 120', 2 Hit Dice, 9hp, unarmed blow d4, Morale 8.**

All bands of New People have the following powers.

-  **ANALGESIA:** They do not feel pain, though they know when their bodies suffer damage.
-  **DISEASE RESISTANCE:** The immune systems of New People tame and domesticate all germs and parasites that enter their bodies.
-  **HEALING:** They regain one hit point per hour, eventually regrowing lost limbs and organs.
-  **POISON RESISTANCE:** New People can eat, drink, or inhale anything biological without suffering ill effects.
-  **WILD TALENTS:** Each band has a different psychic power with a spell-like effect. To use their wild talent, three or more New People must concentrate together. Afterwards, the band must wait at least an hour before using their talent again. Treat the number of participating New People as the caster Level (if relevant).
-  **WIRELESS:** Structures in the New Person brain allow them to generate radio signals, allowing New People to communicate silently with one another over distances up to a quarter of a mile.



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Unless otherwise noted, all appear fully grown, and each band contains roughly even numbers of males and females. None wear clothing or use tools (yet). They eat continually, sampling raw any plant, fungus, or even bite-sized animal within reach, delighting in every new flavor.

New People speak fluent Tutelo, middling Powhatan, and no English (yet). They lack individual names, even in the silent language they use among themselves. For convenience, some might accept names bestowed upon them by humans.

Bands of New People vary in six properties: Body, Complexion, Wild Talents, Ideology, Immediate Goal, and Greater Goal. (See page III.304 for further information.)

NIGHT GIFTER

NIGHT GIFTER: **Armor** 12, **Move** 120', 2 Hit Dice, 9hp, gnaw d4+1 Constitution, **Morale** 12. Invisible to all but the target, and substrate provides damage reduction.

Night Gifters leave cursed Gifts (page II.209), and only persons who handle these Gifts—hereafter called Recipients—can see Night Gifters. To a Recipient, a Night Gifter looks like a shadow without an object, cast by something limbleless, swimming clumsily towards her along the ground.

The mesons of a Recipient's flesh acquire a telltale whine that Night Gifters cannot resist. Treat this condition as a curse, permanent until dispelled or until Night Gifters consume the victim.

After a Recipient handles a Gift, d3+1 Night Gifters arrive in as many minutes.

Night Gifters can only perceive Recipients or persons in physical contact with them (for example, someone carrying a Recipient). Breaking contact





with the Recipient makes the second person once more imperceptible to Night Gifters (and vice versa).

Gifters can swim through liquids or solids thick enough to accommodate an adult human body in its volume. Hence a Gifter could ascend a robust tree but could not venture into the tree's thinner branches. Provided they have a substrate, Night Gifters can move vertically at the same speed they move horizontally.

A Night Gifter attacks by fastening to whatever part of the target touches the substrate wherein the Gifter moves. In most cases, a Gifter fastens to the sole of a foot. Treat this as a grapple, and double the Gifter's attack bonus for opposed rolls against a victim trying to break free. Every additional Gifter adds +4 to their side's collective roll.

Every round, on the Gifters' turn, a victim with one or more Night Gifters fastened to her body loses $d4+1$ Constitution: her body loses flesh, as if wasting from starvation. A target reduced to three or lower becomes an invalid. These points return at the rate of one per week.

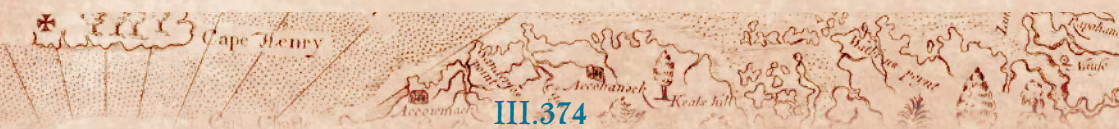
But target reduced to zero Constitution shrinks first to a skin-bound skeleton and then, as bones depart, the skin collapses as if sucked down a drain. The victim's clothes and belongings lie where they fell.

Treat Night Gifters as undead, incorporeal, and invisible except to Recipients and persons currently touching Recipients. Only magic can harm them. Any *Cure* spell causes damage to a Night Gifter, inflicting two points of damage per point of healing (and this effects Night Gifters feeding on the object of the *Cure* spell); *Dispel Magic* causes them $2d12$ points of damage to all within range, and *Dispel Evil* kills all within range, no saving throw.

The substrates that Gifters swim through protect them from attacks by corporeal magical weapons. Damage rolled against a Night Gifter suffers a penalty according to the substrate: -1 for water, -3 for earth, -4 for wood, and -6 for stone.

Slaying a Gifter causes a tiny eruption in the substrate where it swam: as matter from the Gifter's extradimensional gullet drains into our universe, that matter coalesces into a lump a foot across. The lump's outer layers consist of something like coal, but its core holds $(2d8 \times 100)$ sp worth of diamonds.

If a Night Gifter attempts to pursue a Recipient through a Spacehole, the Gifter dies, blooming into a dark-matter clot that fills the Spacehole with an inky, rubbery mass, making it impassable. The clot dissolves over 3d20 hours. A *Dimension Door* will clear the obstruction, but the spell causes the side effects described on page II.190.



OSCILLANT KAIROPHAGIST, THE

THE OSCILLANT KAIROPHAGIST: **Armor 12, Move 240', 3 Hit Dice, 11 hit points, Morale 12.** Attack: timeline consumption (see below).



The Kairophagist looks like an early experiment in avant-garde filmmaking, as if someone printed overlapping images of long gas flames, then turned them upside down. This down-licking jet emits no heat. The Kairophagist's height matches that of the last human whose timeline it ate.

The Kairophagist illuminates everything within thirty yards with a weird unlight. Objects lose color and shadow, as if anodized white. This light renders most writing illegible.

Corporeal weapons cause it no harm, but attacks by spells and energy do. It can pass through gaps that would admit smoke. It has no mind to charm or deceive.

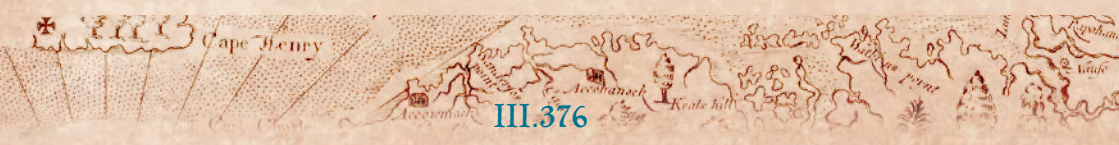
Objects passing into or through the Kairophagist become instantly forgotten by all persons present, as do events involving those objects. Someone who throws a bucket of water into the Kairophagist might wonder how the bucket got into her hands and how the floor got wet, but she cannot remember the splash or the trip from the well. Nobody in this world can.



The Kairophagist will only attack creatures the size of a cat or larger. It attacks by snaking a tongue of its flame along the ground, up to ten yards away, then billowing up beneath its target. If this hits, the victim must make a saving throw versus Spells. Success means only a metallic taste in the sinuses. Failure means that the Kairophagist has consumed a portion of the victim's timeline. Roll d8 and add the victim's Wisdom modifier.

Kairophagist Timeline Damage

<i>Roll/d8</i>	<i>Result</i>
4 or lower: timeline devoured	The Kairophagist eats the victim's past. To all other persons, the victim has never existed. She alone remembers her existence. Baptism records, titles, and indentures not carried on the victim no longer bear her name, but any documents carried on her person do not change. Deeds the victim performed now retroactively become the work of others. The Referee and the player may need to retcon past events to account for her non-existence.
5-7: timeline partially eaten	Working backwards from the present, the Kairophagist eats only the fresher and more delicately flavored parts of the victim's timeline, consuming (3d6 × 5)% of her past. As far as the rest of the world knows, the victim has already died, months or years ago. Recent acquaintances suddenly have no memory of meeting the victim, and old friends may remember her death. Since many persons in Jamestown arrived in the recent past, even partial devourment renders most victims unfamiliar to neighbors, fellow servants, and masters. As above, any records carried by the victim do not change.
9 or higher: future crux of danger eaten	The Kairophagist reaches forward in time and eats part of some future crux of danger that will imperil the victim. The character gains no knowledge of this future event, but the <i>player</i> may hereafter declare when the crux of danger has arrived, and may roll d6: the result indicates how many die rolls the player may re-roll in order to avoid the danger. The player may use these re-rolls for anything, including damage. The crux of danger must arrive during this session or the next, or the re-rolls become void.



OTTER PEOPLE

OTTER PEOPLE: **Armor** 14, **Move** 120' (land) 240' (water), 2 Hit Dice, 10hp, bite d4 or by weapon, **Morale** 9.

These humanoid mustelids developed bipedal gait and language, and they make tools of flint, ceramic, and even bronze. Adults stand between four and five feet tall; short tails jut behind them. On land, their short legs prove a liability; swimming, they move with grace and speed.

They live near bodies of water, where they fish and practice aquaculture. On land, they grow plants for medicine, cordage, and fish feed. At this latitude they wear nothing but jewelry. They speak their own languages, most of which refer to humans as something like *the unfurred*, or *peltless raft-lice*, or *grunty seed-eating devils*.



In this region, they build semi-underground houses by covering a trench with timbers, then layering earth over the timbers. A vented peak over the central hearth allows smoke to escape. Fiber mats cover the two entrances, and an elaborate system of taboos governs who may use which entrance under what circumstances. In a village, houses radiate like spokes from a ritual ground, used for meetings and public events.

Otter People gain a +2 on saving throws against cold, and they suffer one less point of damage per die from cold-based attacks. They can hold their breaths five times as long as humans.

They fight using bows, javelins, war clubs, and axes bladed with chert. Most Otter People in this region consider the extermination of humans a moral duty, regardless of the humans' origin or intentions.

For every ten Otter combatants, give one three Hit Dice, a Khmer sword (with scabbard), and several *krama* scarves in the colors of Khmer military units. For every twenty Otter combatants, give one four Hit Dice, a Khmer officer's sword (with ornate scabbard), and a war-fetish bag made of human skin.



PELLETRISTIC OWL, THE

THE PELLETRISTIC OWL: **Armor** 14, **Move** 240', 5 Hit Dice, 25hp, bite d3 or two claws for one each, **Morale** 7. Casts First Level Magic-User spells at will.

This creature looks like a Great Horned Owl (*Bubo virginianus*), perched in a tree and watching the party. If anyone speaks to it, it will cast (regurgitate) a three-inch pellet of impacted rodent bones and fur.

The remains in the pellet then re-animate. In whatever language the strangers used to hail the owl, a chorus of half-crushed mouse skulls now answers the strangers' greeting.

The Owl will use this skull-chorus to exchange pleasantries, but then it will ask the party if it can cast anything useful to them. "No larger," it says, "than these leavings through which I address you."

If they express eagerness, the Owl will state terms: "In [X location] you will find [Y being]. The lies and calumnies of this wretch have passed endurance. So you shall bring to me this traducer's severed head." The Owl will name a unique target in Virginia; the Referee should choose a target whose killing would inconvenience the adventurers.

If the adventurers fulfill their side of the bargain and return with the severed head, they will find the Owl waiting to fulfill its side. The Owl will perch on the head, exultant.

The Owl can cast any one object up to the size of one of its pellets. The Owl can produce something generic, like a diamond, but it can also produce something specific,



like a particular piece of jewelry owned by another person. (A unique object simply disappears from its normal location, as the Owl hacks it up here.) The Owl cannot duplicate supernatural properties, only physical. The object or one of its kind must already exist on Earth, and someone in the party must have seen it or one like it in person.

If attacked, the Owl takes flight and uses spells to defend itself. Every round it can cast any First Level Magic-User spell at will. After slaying three attackers, it will depart, and it will not pursue any who flee.

PHYSICIAN SKUNK, THE

THE PHYSICIAN SKUNK: **Armor 14, Move 60'**, 6 Hit Dice, 30hp, bite d4, **Morale 7**.
Thermobaric spray for 2d8 damage.

A striped skunk (*Mephitis mephitis*) crosses the party's path and, facing them, erects its tail. Normally, skunks do this in warning, but the black and white fur of the Physician Skunk's tail animates, forming a stylized human face. The face's mouth seems to move in unison with the voice that the Skunk now projects into the minds of the party (in each person's mother tongue).

It will ask if the adventurers have seen other skunks, following up with questions that they likely cannot answer (for example, the skunks' ages, estrous status, and so on). It will also ask if they have met a talking owl (the Pelletristic Owl, page III.378), but if asked why, it will try to change the subject.

If the party answers in good faith, the skunk will offer help, saying that it knows remedies for illnesses physical, spiritual, and moral. If anyone asks for remedies, the skunk will give recipes involving





bitter herbs, animal droppings, the bark of particular trees, and the like. All sound disgusting, and any would take 3d20 labor-hours to produce, but each proves 100% effective (and 100% non-repeatable). The Skunk will instruct the party in up to three remedies.

After giving instruction, the Skunk will wish the travelers well, lower its tail, and toddle on.

If anyone threatens the Skunk, the face on its tail will turn into a death's head, warning, "Do not provoke one who would only heal." If the Manual Dogs (q.v.) accompany the party, they must succeed in a Morale check to refrain from attacking the Skunk.

If attacked, the Physician Skunk will turn and spray: this cone of mist extends ten yards long by five yards wide at its limit, then detonates in a thermobaric explosion. All within the cone suffer 2d8+2 points of damage; a saving throw versus Breath Weapon halves this.

After spraying, the Skunk will flee, but it can spray three times a day.



POLYGONAL GUARDIAN

POLYGONAL GUARDIAN: **Armor 12, Move 90', 2 Hit Dice, 10hp, stab d8, Morale 12.**
Ignores first four points of armor and radiates heat when damaged.

These entities resemble polygons with $2d6$ sides, each having an area of about two square yards and no apparent thickness. Their two visible sides ripple silver against a lusterless black. The relative lengths of their sides, and therefore the degrees of their angles, shift constantly, but their number of vertices remains constant. They float perpendicular to the ground.

To fight, they first make one of their angles more acute than others, then charge. This attack ignores the first four points of armor.

A Polygonal Guardian regenerates one hit point per hour, but only magical attacks and enchanted weapons can injure it. An injured site blisters and bubbles out into three dimensions, and these wounds radiate tremendous heat. Whatever number of hit points the Guardian has lost, it now inflicts that many points of damage per round to anyone within a radius of that many feet; a saving throw versus Breath Weapon halves this. A slain Guardian radiates heat for $2d20$ months.

A Polygonal Guardian will not attack New People.





POST ANTS

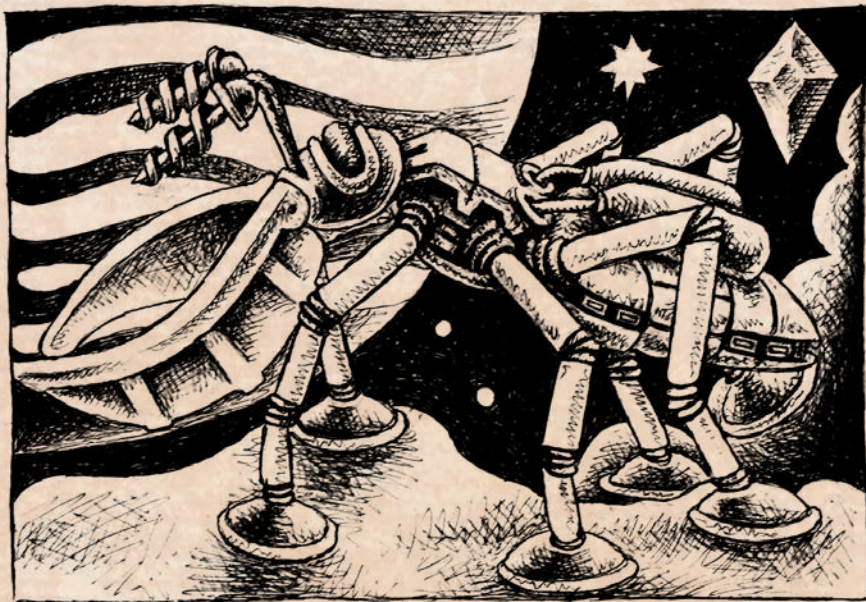
WORKER: **Armor 14, Move 90', 1 Hit Die, 6hp, bite d6, Morale 8.**

SOLDIER: *see specific castes below*

On one of the Earths accessible through the Eye of the Warp, biomechanical Post Ants rule. Their bodies comprise not only chitin and hemolymph, but also aluminum composites, jeweled bearings, and carbon nanotubes. Their eyes glint with ruby and gold.

Every Hit Die of Post Ant bodies contains d12 Silver Pieces worth of precious metals and gemstones. Most castes grow only to familiar insect sizes, but some grow much larger.

If adventurers damage a structure or attack a group of Post Ants, then the colony sends a wave of attackers against them. Roll d8 to determine the type of attacking force, then see the descriptions below.



Post Ant Attacking Forces

Roll 1d8	Attacking Force
1	Detonative Swarmlet
2	Legionary Cordon
3	Massed Luminators
4	Myiatic Impactors
5	Roving Volleyers
6	Antlerous Impaler
7	Chitinous Leveller
8	roll d6 twice

Most spells that affect animals and insects affect Post Ants, but *Speak with Animals* and *Speak with Monsters* do not work as expected. The caster must make a saving throw versus Magic. Success means that she hears something like dozens of human voices in whispered conversation, but none will answer her. Failure means that a group of Post Ant minds possesses her body for 2d12 minutes, using it as a remotely operated vehicle to investigate the adventurers. During this interval, no Post Ant will harm the caster.

Antlerous Impaler

POST ANT: ANTLEROUS IMPALER: **Armor** 15, **Move** 90', **8 Hit Dice** (2,000 pounds each), 40hp, gore 2d6, **Morale** 12. The target of a gore must make a saving throw versus Breath Weapon or get thrown d6 yards for an additional point of damage per yard.

This creature combines elements of ant, stag beetle, and forklift. Anyone gored must make a saving throw versus Breath Weapon or get thrown d6 yards for an additional point of damage per yard.

Chitinous Leveller

POST ANT: CHITINOUS LEVELLER: **Armor** 16, **Move** 60', **12 Hit Dice** (10,000 pounds each), 60hp, crush 4d6, **Morale** 12. Can plow directly through Post Ant mounds.

This arthropod war-bulldozer makes its own path, with plow-like mouthparts that allow it to destroy Post Ant mounds. It can attack multiple targets in a swath eight feet across; those who make a saving throw versus Breath Weapon leap to safety.



Detonative Swarmlet

POST ANT: DETONATIVE SWARMLET: **Armor 12, Move 240', 1 Hit Die** (100 pounds per swarm), 6hp, explosion d6, **Morale 12.** Formations attack up to three targets every other round.

A Detonative Swarmlet comprises velvet-furred flying Post Ants as big as sparrows. From the main swarm, formations break off and spiral in on specific targets (up to three). In the following round, these formations crash into their targets from multiple sides—no hit roll needed—exploding for d6 damage.

The swarm then selects up to three new targets, spirals for one round, then explodes on the subsequent round. A swarm can make twelve such attacks.

Normal weapons have no effect on the swarm. Only volume-based, area-effect attacks (for example, poison gas) lower its hit points.

Legionary Cordon

POST ANT: LEGIONARY CORDON: **Armor 12, Move 30', 4 Hit Dice** (500 pounds per swarm), 20hp, gnaw d4, **Morale 12.** Touch causes continuous damage after contact.

A Legionary Cordon comprises thousands of thumb-sized soldiers with mouthparts like woodchippers, and it positions itself to block the movements of intruders until other castes can assess their danger or destroy them. It covers approximately four hundred square feet, and it will change its shape to contain intruders.

Anyone who touches the Legionary Cordon suffers d4 points of damage, no saving throw, but withdrawing ends the damage. Anyone who falls into the Cordon loses 2d4 hit points every round until skeletonized.

Normal weapons have no effect on the Cordon. Only area-effect attacks (for example, burning oil) lower its hit points.

Massed Luminator

POST ANT: MASSED LUMINATOR: **Armor** 12, **Move** 60', 1 Hit Die (100 pounds per swarm), 7hp, lasers d8, **Morale** 12. Lasers can strike targets anywhere in the Luminators' line of sight.

These four-inch creatures have hypertrophied eyes that emit coherent light. Individually, they can only dazzle, but when they focus their lasers, flames erupt. Once per round, they can inflict d6 damage, no hit roll needed, on a single target anywhere in their line of sight.

Luminators travel in spaced formations, each keeping a dozen body-lengths away from its fellows, rendering the swarm invulnerable to most weapons.

Myiatic Impactor

POST ANT: MYIATIC IMPACTOR: **Armor** 14, **Move** 120', ½ Hit Die, 3hp, ram d4, **Morale** 12/9 (see below). Impactors attach larvae that gnaw into the victim.

A Myiatic Impactor resembles a thirty-pound ant with a bulbous head bristling with white nodules. In groups of 2d6 they charge, ramming like goats. Until they ram a target, they have a Morale of 12.

Ramming deposits the white nodules—saw-toothed Impactor larvae—on the target. These begin to burrow into the target, which suffers d3 points of damage per round until she either makes a saving throw versus Paralyzation or douses the larvae in something volatile (like alcohol). If multiple Impactors ram a target, the effects stack.

After an Impactor delivers its payload, it can ram again only if it succeeds in a Morale check against its new Morale of 9. Otherwise, it returns to base to resupply with larvae.

Roving Volleyer

POST ANT: ROVING VOLLEYER: **Armor** 14, **Move** 120', 1 Hit Die (50 pounds each), 7hp, projectiles d6, **Morale** 9. Each can fire eight times.

A Roving Volleyer resembles a collie-sized ant with something like a pepperbox dominating its face. From the orifices of this protrusion it can shoot explosive flechettes at targets up to a hundred yards away.

A patrol of Roving Volleyers contains 2d4 individuals, which rush between areas of cover. Each Volleyer can fire eight times. They will concentrate fire against the nearest approaching target.



PROGLOTTID AFFIXIONIST

PROGLOTTID AFFIXIONIST: **Armor** 14, **Move** 60' (land) 240' (water), 1 Hit Die, 7hp, bite d4, **Morale** 11. Bite deposits a segment, which continues to gnaw for one hit point of damage per round.

This creature of the waters of the Blistered Forest resembles a black tapeworm eight inches wide, four inches thick, and fifteen feet long. At its fore end blossoms a scolex of hooked teeth. When a Proglottid Affixionist strikes from water, it surprises five out of six times.

If its attack hits, the Affixionist's teeth set themselves in the prey, and the creature sheds its leading segment, which continues to gnaw the victim for one hit point of damage per round until removed. Removing the segment requires something to pry open the teeth and a full round of bloody concentration.



In the meantime, the rest of the Affixionist will attack again, aiming to place more segments on the prey. If it kills its victim, the Affixionist will feed, but it will leave most of the carcass for its newly-fledged young, who will gorge, then begin growing new segments.

An Affixionist can shed a dozen segments before retreating.



QUARTZITE AMBLER, THE

THE QUARTZITE AMBLER: **Armor 12, Move 60', 4 Hit Dice, 20hp, stony punch d8+1, Morale 12.**

This being resembles a burly abstraction of a human figure composed of fist-sized cubes of quartz, with intrusions of amethyst, chalcedony, and prasiolite. Every d4 hours, it uproots one foot from the ground and takes a single step. Otherwise, it seems stonily rigid. If sufficiently disturbed (say, by persons trying to remove its semi-precious parts), it will rouse to defend itself, but it will not pursue those who flee.

Fire and weapons of wood have no effect on the Ambler, and projectiles lighter than a cannonball do only cosmetic damage.

Blades cause only a single point of damage, and the wielder runs a 10% chance per blow of damaging the blade so that it thereafter uses the next smaller damage die.

If dismembered, the Ambler's body yields (2d6 × 500)sp worth of gemstones. But anyone who carries such a stone on her person will have nightmares in which she struggles to walk through rock strata miles underground, suffocating. Each night of these dreams reduces the sufferer's Wisdom by one point, and reduction below three Wisdom reduces her to psychosis.

And yet to one who has had such dreams, the stone's beauty and mystery only grow, such that casting it away requires a successful saving throw versus Magic. Three failed saves bring permanent enthrallment, breakable only by *Remove Curse* or more powerful exorcism.



QUERULOUS PLASM

QUERULOUS PLASM: **Armor** 12, **Move** 120' (water), 2 Hit Dice, 12hp, constrict d6, **Morale** 8. Attempts to drown air-breathers.

This slime resembles a huge amoeba with human intelligence. Mêlée attacks against it cause no lasting damage. It suffers only half damage from other physical agencies (for example, heat), but it suffers full damage from magic.

If exposed to air, the Plasm will become helpless, forming a semblance of a human mouth, larynx, and pair of lungs. "You have killed me with this barbarous dryness!" it gurgles in the language of the nearest adventurer. "But before I die, I shall answer three questions in remembrance of my duty."

The Plasm's answers bear no relation to reality. If anyone challenges their truth, the Plasm will lament the misfortune of dying at the hands of creatures so ungrateful.



RATTLESNAKE

RATTLESNAKE: **Armor** 14, **Move** 60', ½ Hit Dice, 3hp, bite d3, **Morale** 7. Make a saving throw versus Poison or suffer envenomation (see below).

Rattlesnakes like the timber rattler (*Crotalus horridus*) will bite defensively. The seriousness of a bite varies with the snake's size. Roll d6, and treat the result as the snake's size in feet. A six indicates thirty pounds of eastern diamondback (*Crotalus adamanteus*).

Anyone bitten must make a saving throw versus Poison, treating the snake's size in feet as a penalty to the roll. If the victim fails, take the difference between the target number and the player's roll, then add this difference to the snake's size: the sum indicates how many hit points the victim will lose over as many hours to hemorrhaging, coagulopathy, and necrosis.

REEF SNAKE, THE

THE REEF SNAKE: **Armor** 15, **Move** 120' (land) 240' (water), 6 Hit Dice, 30hp, bite d8 (if cornered), **Morale** 8. Grapples with venomous dorsal tentacles, sapping Strength.

Gliding down a stream or through the reeds comes a serpent forty feet long and as thick as a man's chest. From its back sprout what look like sea fans, soft corals, and sea anemones.



The Reef Snake attacks by sideswiping prey, its flexible corals and anemones reaching out to attack up to three human-sized targets. It must roll separately to hit each. Anyone struck must make a saving throw versus Paralyzation or get dragged along and lose (d6+1) points of Strength to neurotoxic actinoporins, equinatoxins, and tenebrosins.

Prey captured in this way can try to break free by rolling its new Strength or lower on d20, or it can cut free by inflicting three or more points of damage with a blade. If the prey fails to break free, it loses another (d6+1) points of Strength on the Snake's next turn, until paralyzed.

Once at least a hundred yards away, the Snake will begin to swallow any prey that it paralyzed. This takes half of an hour, but the prey suffocates in the first minute.

REMOTE MACERANT

REMOTE MACERANT: **Armor** 12, **Move** 30', 1 Hit Die, 7hp, bite d6, **Morale** 5. Dissolves victims at a distance.

This creature resembles a gob of phlegm five feet long and two wide, breathing laboriously. From a distance, its black eyes resemble bubbles in the phlegm.

The Remote Macerant has the power to digest prey at a distance without rolling to hit. It can only attack one target at a time.



A target within thirty feet of the Remote Macerant feels a burning sensation on skin and on mucous membranes within and without, and she must make a saving throw versus Paralyzation or lose d4 hit points, as the Macerant teleports away layers of her tissues. The Macerant immediately gains half of these lost hit points, looking fresher and more robust.

A target within ten feet of the Macerant fares worse. Here, even one who succeeds in the saving throw versus Paralyzation still loses d4 hit points, while one who fails loses 2d4 hit points and must roll d12 for side effects.

Remote Maceration Side Effects

<i>Roll</i>	<i>Side Effect</i>
1d12	
1-2	blinded in one eye
3	blinded in both eyes
4-5	deaf in one ear
6	deaf in both ears
7-8	throat raw and bloody: mute
9-10	foot stripped (even under clothing): movement quartered
11-12	hand stripped: to grip something despite the loss of skin requires a successful saving throw versus Poison to overcome the pain

On results 1-7, the victim must also make a saving throw versus Poison, with success meaning that the condition lasts only d100 hours, and failure meaning permanent disability. Reduction to zero hit points indicates that the Macerant has teleported away the walls of major veins and arteries, and the victim collapses from blood loss.

Touching the Macerant causes no ill effects. Bludgeoning and piercing weapons cause the Macerant only one point of damage, while blades, fire, and corrosives cause normal damage. When hurt, it wails in a muffled, petulant, human voice.

The Macerant can crawl along any surface, even a ceiling. Although it prefers to attack from hiding, its breathing tends to give it away.



SAPROVORIC WIWAXIAN (AND ITS PENNATE OVERBEASTS)

SAPROVORIC WIWAXIAN (AND ITS PENNATE OVERBEASTS): **Armor** 16, **Move** 30', 4 Hit Dice, 22hp, chemical spray d4 or gnaw d8+1, **Morale** 10. Chemical spray incapacitates for ease of devourment.

Saprovoric Wiwaxians, armored sluglike things, eat anything in the Blistered Forest. The teeth on their underslung mouths can chew bone, and from their backs rise foot-long chitinous spines, their translucent surfaces revealing coiled structures within. As they creep, Wiwaxians extrude a smear of slime that swarms with wormlike creatures, the adult's larvae.

Upon the back of each Wiwaxian ride d3+1 Overbeasts, camouflaged as epiphytic plants, each bearing a flower of white, yellow, or red. If any creature larger than an Overbeast approaches within ten feet of a Wiwaxian, then its Overbeasts will aim the Wiwaxian's spines at the approaching creature, then discharge from the spines a noxious, boiling spray of hydroquinone and concentrated hydrogen peroxide. Each Overbeast can aim at a different target, and a Wiwaxian has zd6 spines ready to discharge.



The target must make a saving throw versus Breath Weapon or lose d4 hit points and collapse, able only to crawl—but not as fast as the Wiwaxian.

Overbeasts take no independent action unless directly endangered, in which case they will flee to the other side of the humpbacked Wiwaxian. If their host dies, they will scuttle onto another Wiwaxian (whose Overbeasts will now begin a series of agonistic displays to establish dominance).



SARCOPTIFORM MEGAMITE

SARCOPTIFORM MEGAMITE: **Armor** 15, **Move** 90', 1 Hit Die, 6hp, bite d6, **Morale** 9. On a natural 19 or 20, the Megamite fastens to the victim with a blood-draining grapple.

These bulldog-sized mites prefer to suck the hemolymph of giant, dead insects like the Carcass Naiad (page II.146), but they will fight to drive non-mites from their prey.

If a Megamite hits with a natural 19 or 20, its proboscis strikes deep: treat as a damaging grapple, automatically costing the victim a hit point to blood loss per round until broken. A Megamite's head will continue to reflexively suck blood even if severed from the Megamite's body.

SEGMENTAL SOW, THE

THE SEGMENTAL SOW: **Armor** 14, **Move** 120', **Hit Dice** 6-14 (see below), 5hp per Hit Die, bite d8+2 plus throw, **Morale** 9. After bite, throws target; defensive self-evisceration (see below).

The fore end of this creation of the Sub-Processes resembles a normal Eastern black bear (*Ursus americanus americanus*), but instead of its body ending after its second pair of legs, another trunk extends backwards to another pair, and so on, for a total of 3^d6 pairs of legs.

The Sow has a base of five Hit Dice. For every four legs, it has another Hit Die, weighs another three hundred pounds, and measures six feet from nose to tail.

If anyone approaches within forty feet of the Sow without taking obviously hostile action, it will raise its front segment and open its mouth preternaturally wide, revealing what looks like the face of a human child peering from the Sow's gullet. The face resembles the nearest approaching person's own childhood self, gleaming with mucus. This child face hails the visitors. The nearest three persons who can understand the Sow's speech must now make saving throws versus Magic or experience the effects of a *Charm Person* by the Sow.

If a friendly group visits the meadow, the Sow will expect to eat one of them in exchange for its hospitality. If they try to leave without offering a sacrifice, it will "remind" them, surprised that they do not honor what it takes as a custom reflective of natural law. If offered violence, the Sow will defend itself in two ways.

First, it will bite for d8+2 damage, then fling the victim skyward. Anyone bitten must make a saving throw versus Paralyzation or find herself thrown upward a number of





feet equal to the Sow's Hit Dice squared. The victim loses $d6$ hit points for every ten feet fallen.

Second, like a sea cucumber, the Sow can expel its own viscera at enemies. It points its hindmost segment toward harassers and voids a blast of intestines, translucent and scalding from rapid decomposition. The blast affects an area forty feet long by six feet wide. Anyone in its path loses $2d6$ hit points, though a saving throw versus Breath Weapon halves the damage. The voided segment falls from the Sow, dissolving into smoking clumps.

The Sow can repeat this defensive evisceration three times in one day, but it will never drop below two segments (and six legs). It regrows one lost segment per week.

Once per day, the Sow gives birth to a mass of undifferentiated tissue, which it then licks into the shape of any animal it has eaten. After an hour of licking, the Sow-birth resembles a wet but otherwise fully formed and adult member of its species. This creature then goes out into the world, indistinguishable from a normal animal of its kind except that it has a one in four chance of begetting only Segmental Sow cubs, regardless of its apparent species.

If the Sow dies, its soft tissues liquefy into an oily film that spreads over an acre. From this film then rises a growth of yard-long bear hairs, hiding the skeleton.



It knows that it has “always” lived in this meadow and that the Eye of the Warp leads to multiple other places, though not to where (or when). It vaguely understands the origin of New People, and it has a basic knowledge of the following areas.

- The Sow will listen to stories from up to three different tellers. To please the Sow, a story must run at least five minutes in the game world. The Sow can read minds (and write them), so it will know when a storyteller embellishes or falsifies. The Sow can listen to a story while licking a cub.

Treat each story as having two properties, genre and factuality.

Divide genre into Comic, Tragic, and Epic.

-  **COMIC** stories tell of characters of low or ordinary status who experience commonplace struggles.
-  **TRAGIC** stories tell of characters of high status who experience exceptional struggles.
-  **EPIC** stories tell of characters of world-historical status who experience struggles that poets will sing about for centuries.

Divide factuality into Historical, Embellished, and Fanciful.

-  **HISTORICAL** stories report events as the teller believes they occurred.
-  **EMBELLISHED** stories report events with additions, amplifications, and other artistic license.
-  **FANCIFUL** stories report events bearing little to no relation to actuality.

This yields up to nine different modes of story. Roll **d12** for the mode of story that the Sow secretly wants to hear on a particular day.



Volume Three: Prodigies, Monsters, and Index

Segmental Sow Story Preferences

Roll

1d12	Preference
1	comic historical
2	comic embellished
3	comic fanciful
4	tragic historical
5	tragic embellished
6	tragic fanciful
7	epic historical
8	epic embellished
9	epic fanciful
10-12	Any mode, provided a character named in the story gets eaten.

If a character wants to tell a story, have the player summarize it, and ask the other players to categorize the story according to the nine modes listed above. Then score the story according to this rubric.

Segmental Sow Story Scoring

Property

Points

Neither genre nor factuality matches the Sow's desired mode.	0 points
Either genre or factuality matches the Sow's desired mode.	1 point
Both genre and factuality match the Sow's desired mode.	3 points
A unique or named character gets eaten.	1 points
A unique or named character gives birth.	1 points
The story features storytelling within in its narrative.	1 points
The story features a bison, a doe, an owl, an opossum, or a skunk. (five points, maximum)	1 points
The story features a bear.	2 points
The story features interspecies conversations.	2 points
The story features a character who tells a truth that leads to painful consequences.	2 points
The story features a character who survives the loss of a body part: head, baby tooth, etc.	2 points
The story features a character that lies.	2 points



Property	Points
The story features a bear that gives birth.	3 points
The story features the non-bear child of a bear.	3 points
The story features a bear that eats something that can talk.	3 points

In all events, the Sow praises the story, but depending on the story's score, other effects may follow.

0 POINTS: Polite attention from the Sow.

1 POINT: The teller gains 1,000 Experience Points and something like a *Curse*. In any situation where this storyteller finds herself asked to recount events (for example, reconnaissance just upriver) she must succeed in making a saving throw versus Magic or repeat the story that she told the Sow. She will not realize that she has told this story until she comes to its end.

2 POINTS: As above, but the teller gains just enough Experience Points to gain a Level.

3 POINTS: The teller's gains 1,000 Experience Points and her lowest physical ability score rises by $d3+1$ points. But she suffers a *Curse*: hereafter, in any situation in which she finds herself asked to recount any events, she must succeed in making a saving throw versus Magic or suffer aphasia for $d4$ hours, able to produce only variations on the words *bear*, *tell*, and *listen*.

4 POINTS: The teller gains just enough Experience Points to gain a Level, but loses ($d3+1$) points of Intelligence, as the Sow overwrites some of the teller's other memories with more vivid memories based on the story. To the teller, even a fanciful story now seems retroactively true. Reduction of Intelligence below three renders a character incapable of self-care.

6 POINTS: All listeners gain just enough Experience Points to gain a Level, but they all lose two points of Intelligence, as the Sow overwrites other memories with vivid memories of the story itself. To the teller and the listeners, even a fanciful story now seems retroactively true, and it looms disproportionately large in their pasts. Reduction of Intelligence below three renders a character incapable of self-care.

8 OR MORE POINTS: The teller gains enough Experience Points to gain two Levels, but her body turns into that of a black bear (see [page III.327](#)). Her belongings fall around her, but she retains her mind, memories, and hit points. Meanwhile, the Sow revises the memories of listeners so that they believe that they have long traveled with this strangely friendly bear; the human belongings around the bear



seem to have suddenly appeared. The bear's comrades call it by the transformed character's name, though none can remember who named it. A *Polymorph* or similar spell of transformation can restore the storyteller's human shape.

Anyone who tells a story to the Segmental Sow becomes immune to the song of "The Sussurant Voids" (page II.242).

After the Sow has heard three stories, it will thank the storytellers and ask, "Now, which of you shall I eat?"

SKELETON SERVITOR

SKELETON SERVITOR: **Armor** 12, **Move** 120', ½ Hit Die (or more), 4hp, bite d4, **Morale** 10. Regenerates 1hp per round; multiple Servitors can combine into larger forms.

From the Skeleton Tree (page II.166) dangle black fruit a foot across, packed with seemingly random assortments of the bones of small animals. When these fruits fall, they break open, and the bones inside animate, assuming multi-limbed forms that never existed in nature.

Two Skeleton Servitors can combine into a larger Servitor, but to do this, they must forfeit any other action that round. Their Armor remains the same, but their damage and hit points increase.

-  **1 HIT DIE:** d6 damage, 6hp
-  **2 HD:** d8 damage, 8hp
-  **3 HD:** d8+1 damage, 12hp
-  **4 HD:** d10 damage, 16hp
-  ... and so on.



If Skeleton Servitors kill a living creature, they must succeed a Morale check to avoid ceasing other attacks, converging on the fallen, and tearing open its flesh to get the bones within. If not interrupted, then after five minutes, they will have added two hit



dice (for a human-sized carcass) to their total. While dissecting a carcass, a Servitor must succeed a Morale check to defend itself.

If they slay or drive away all intruders from around the Skeleton Tree, they will bury themselves among its roots, waiting for new bones.

Skeleton Servitors regenerate one hit point per round, unless damaged by fire, corrosives, or magic.

SKIN BLIMP

SKIN BLIMP: **Armor 12, Move 90', ½ Hit Die, 3hp, acid jet d3, Morale 7.** On dying, rains acid.

These creatures look like luminous, oblong jellyfish, irregularly bloated. They drift through the air by lashing ribbon-like tentacles.

If anyone comes within ten feet of the spot directly below a Skin Blimp, it will squirt a jet of acid at the intruder, then drift the other way.

A Skin Blimp reduced to zero hit points ruptures: its gravity-resisting outer skin and organs fly upward, while its remaining acid—several gallons—pours down.

Anyone directly under the Blimp loses 2d6 hit points, though a saving throw versus Paralyzation halves this. Assume a splash radius of five feet, where a splash costs d4 hit points (no save). The acid raises a cloud of noxious vapor that puts everyone within thirty feet at a -2 penalty to dzo rolls.



SPINE-SNAPPER, THE

THE SPINE-SNAPPER: **Armor** 14, **Move** 30', 10 Hit Dice, 48hp, bite d12 or amputation, **Morale** 12. Bite requires a saving throw versus Breath Weapon to avoid dismemberment.

The head of this common snapping turtle (*Chelydra serpentina*) has grown nine feet long, ten wide, and six high, while its body has only quintupled in size. Its shell, legs, and tail now dangle, the hind feet just touching the ground. By snapping its jaws open and shut, it can lurch along the ground and lunge at prey.

Anyone bitten by the Snapper must make a saving throw versus Breath Weapon. Success means the target loses d12 hit points, while failure depends on the difference between the roll and the target number of the save.



FOUR OR FEWER: severed hand or foot. The character loses two

Dexterity or Strength (player's choice) and half of her hit points, losing another hit point every round until bandaged.

FIVE TO EIGHT: severed arm or leg. The character loses d3+1 Dexterity or Strength (player's choice), falls to just d3+1 hit points from blood loss, and loses another hit point every round until bandaged.

NINE OR MORE: severed torso. The character loses all hit points, but this keeps the Snapper busy for the next hour, as it struggles to swallow its meal into a too-small gullet.

The skull of the Snapper, if transported to Europe, would fetch (3d6 × 1,000)sp.

P

This ethereal flatworm consists of ectoplasm and rivals the size a humpback whale. If anyone has taken any giant-snail shells from the ravine (page II.105), then a Spirit Fluke will try to swallow those shells. Otherwise, it will try to swallow anyone nearby.

If the Spirit Fluke hits, the target must make a saving throw versus Magic. Success means that part of the character's clothing, belongings, and flesh turn ectoplasmic, drifting away, and causing 2d12 points of damage. But failure means that the Fluke swallows the target. Two things immediately happen.

First, the target becomes ethereal, and finds herself trapped inside the decomposing carcass of the Spirit Snail. Unless she has brought her own supply of air or the means to travel astrally or ethereally, she begins to drown. In the meantime, the other Spirit Flukes will not molest her, for she has come home.

Second, the Fluke that swallowed the human becomes flesh, and falls to earth, crushing anyone beneath. This impact causes the now-material Fluke to rupture: as its flesh and organs flow outward, anyone within a dozen yards must make a saving throw versus Breath Weapon or get swept over.

Mundane weapons cause ectoplasmic Spirit Flukes no harm. Flukes that turn to flesh die on impact.



SUB-PROCESS

SUB-PROCESS: **Armor 12, Move 120', 2 Hit Dice, 10hp, neural insinuation d3hp, Morale 12.** Attack paralyzes; immune to non-magical weapons.



Within the Spacelock of the alien vessel flow autonomous Sub-Processes, like branching and recombining streams of quicksilver. They ignore visitors unless those visitors either (A) use powerful magic (Fourth Level or higher) or (B) attempt to open both the Outer Gate and Inner Gate at the same time (which would destroy the ship).

An attacking Sub-Processes will insinuate itself into the person's limbs. If its *mêlée* attack hits, the victim must make a saving throw versus Paralyzation or find limbs unresponsive amid what feels like an attack of full-body sciatica. The filaments of silvery liquid then drag the intruder out of the Spacelock.

Dumping an intruder outside takes d3 rounds. If other characters

interfere, the Sub-Processes will label those characters as threats to expel, and d3 more Sub-Processes will emerge on the following round to assist. (The ship has thousands.)

Physical weapons cause no lasting harm to Sub-Processes, but magic and energy attacks do. A Sub-Process reduced to zero hit points expands outward in three dimensions, dribbling as from centrifugal force.

A Sub-Process must succeed in a Morale check to take action against a New Person.



TAKER OF THE LAST-BORN, THE

THE TAKER OF THE LAST-BORN: **Armor 12, Move 120', 4 Hit Dice, 18hp, touch d4+1 or Intelligence loss, Morale 12.**

On the alternate Earth of “Otterworld” (page II.249), the Otter Person bands on the eastern coast of North America have revived the once-forbidden worship of a being they call the Taker of the Last-Born. Shamans whisper of it in loathing, but they prefer its covenant to allowing the Unfurred (i.e. humans) to build nests upon their coastlines.

In exchange for its aid in war, the Taker demands that every mother among its covenant drown the last-born pup of any litter. Many a mother has chosen exile rather than give up her last (or her only).

When attacking persons who have disturbed the cairn of Otter warriors (page III.377), the Taker manifests as a blob of stillborn Otter People covered in blood and afterbirth. It attacks the accursed by slithering to envelop. It ignores the non-accursed, flowing around them even if they attack. Despite looking and feeling wet, the Taker leaves no residue.

An accursed person struck by the Taker must make a saving throw versus Paralyzation. Success means the loss of d4+1 hit points to enervation by sucking, toothless mouths.

Failure means envelopment, paralysis, and a blissful loss of d4+1 Intelligence every round, as the ghost-pups suck away memories, easing the burden of post-birth existence.

If the victim's Intelligence reaches three, she becomes permanently catatonic, and at zero, brain-dead. Otherwise, lost Intelligence returns at the rate of one point per day, as memories resurface. Any spellcaster who recovers from the ordeal must



make a saving throw versus Magic: success means that her Intelligence actually rises by one point, reflecting the dark eschatological knowledge of One Who Nursed the Taker.

Mundane weapons cause no harm to the Taker, and they risk hurting enveloped persons. For determining spell vulnerability, treat the Taker as both undead and animal. Attacks by blessed or magical weapons turn it into reeking smoke.

Destroying or driving away the Taker only causes it to manifest with one more Hit Die on the following night. The next time it manifests, anyone who attacked the Taker on an earlier night becomes a target.

TENSOR PSEUDOSPIDER

TENSOR PSEUDOSPIDER: **Armor** 14, **Move** 90' (crawling) or 120' (in web), ½ Hit Die, 3hp, bite 1hp, **Morale** 3. They can cause their webs to ring, disorienting foes.

These spindly creatures superficially resemble earthly spiders despite having nine legs and a leg-span of six feet. They spin webs of a crystalline material invisible in dim light. Their webs illustrate, in three dimensions, objects having more than three dimensions (especially congeries of duoprisms and 6-orthoplexes). Thus the Blistered Forest records its dream-proofs.

Anyone who blunders into a web loses d3 hit points. Anyone who collides with one while running or falling loses 2d4.

The Pseudospiders resent any intrusion upon their weaving. If anyone molests them or their webs, they will scatter to the edges of the chamber, where they will grasp the ends of their webs and begin a stridulation that causes the webs to vibrate. Any creatures within the chamber and not indigenous to the Blistered Forest must make a saving throw versus Magical Device or suffer perceptual distortions: objects, including comrades and oneself, appear to turn inside out. Anyone so affected must make any roll twice and take the worse result.

If enough light obtains that observers can see the vibrating web, then they save at -4.

This effect continues as long as the Pseudospiders continue stridulating. Magic-Users continue to suffer the visual confusion for five minutes after the sound ends, but they gain an insight that allows them to cast spells as if two experience Levels higher for the next hour.

Pseudospiders always choose flight over fight, biting only when cornered.



TROPHALLACTIC EGRESS, THE

THE TROPHALLACTIC EGRESS: **Armor 14, Move 240', 6 Hit Dice, 28hp, beak d12, Morale 8.** Gaze causes fish to emerge from the target's throat.

This female snowy egret looks normal except for its colossal size: it stands twelve feet at the shoulder. It will approach humans or New People with its head close to its body, hoping someone looks its way.

The gaze of its yellow eyes can affect up to three new targets every round, prompting a saving throw versus Magic. Success means no ill effects, but failure means three rounds of unpleasantness.

During the first round, victims lose one hit point as their throats and diaphragms spasm.

During the second round, the spasms intensify, costing two hit points. Now victims must make a saving throw versus Poison to take any action except retch and stagger.

During the third and final round, victims lose three hit points as they begin to vomit whole, live fish, along with the occasional bullfrog, crayfish, or baby muskrat, borne by a torrent of apparently normal river water—far more than the victim's belly could hold. Once again, victims must make a saving throw versus Poison to take any other action. At the end of this third round, the fit passes. Anyone reduced to zero hit points by the ordeal chokes on a too-large bluegill, or bleeds out when fish spines pierce arteries, or the like.

Each victim brings up d3 rations' worth of live fauna, and the Egress will try to eat it. It has no desire to eat something as large and awkward as a human, but it will fight humans to claim the bounty.

To make itself fearsome, the Egress will raise its head, erect its crest, and spread its wings while uttering a cry like the growl of a lion heard through an electric fan, which carries for miles. Zero-level NPCs and normal animals automatically fail Morale checks before the great Egress.

The Egress's plumage and skull will fetch $(3d6) \times 25$ osp.



TUNNEL HUSK

TUNNEL HUSK: **Armor 12, Move 60', 1 Hit Die, 4hp, tarsal claw d6, Morale 12.** Glyphs inside hypnotize.

A Tunnel Husk looks like the exuvium of a five-foot cicada nymph, hanging on a rock or a tree, just above a collapsed burrow. Someone appears to have daubed the interiors of Tunnel Husks with strange glyphs, sigils, and ideograms, in cicada blood.

Anyone looking closely at these symbols must make a saving throw versus Magic or decide that she must climb inside a Husk and curl up into a fetal position, eyes closed, to contemplate their meaning. If this happens, the back of the exuvium will knit shut, and the Tunnel Husk will animate, turning earthward and re-opening its burrow.



Treat Tunnel Husks as both animal and undead, susceptible to spells that would affect either.

A Husk will only fight if prevented from entering its burrow. Any physical attack that strikes the Husk has a 50/50 chance of damaging the passenger. The passenger remains comatose until removed.

If not stopped, the Tunnel Husk will spend the next minute re-opening its burrow, then bury itself underground to wait for thirteen years. What its passenger experiences in this interval, the Referee must decide.



UNEXTINCT MEGAFAUNA

These creatures live in the alternate, human-free Earth of “A Wilder Wilderness” (page II.228).





Bear, Lesser Short-Faced

UNEXTINCT MEGAFAUNA: BEAR, LESSER SHORT-FACED: **Armor 14, Move 240', 6 Hit Dice, 35hp, bite 2d6 or two claws for d8 each, Morale 11.** If both claws hit, bear pins for automatic bite next round.

The Lesser Short-Faced Bear, *Arctodus pristinus*, does not scare easily. And averaging a thousand pounds, it does not climb trees.

A Lesser Short-Faced Bear attacks with two claws. If both hit, treat this as a damaging grapple: the bear has pinned the target. Double the bear's attack bonus for opposed checks. On the bear's next turn, it can bite that target without first rolling to hit.

Glyptodont

UNEXTINCT MEGAFAUNA: GLYPTODONT: **Armor 16, Move 90', 7 Hit Dice, 40hp, tail d12+2, Morale 10.**

This sluggish-looking herbivore weighs three-quarters of a ton and resembles a mammalian ankylosaur. If attacked, it will lash its armored tail with incongruous speed and grace, striking attackers before or behind.

Lion, Cave

UNEXTINCT MEGAFAUNA: LION, CAVE: **Armor 14, Move 360', 5 Hit Dice, 25hp, one bite for d10+1 or two claws for d6, Morale 10.** Ambush grants +5 against a surprised target; bitten target suffers damage until it breaks grapple.

The American or Cave Lion (*Panthera atrox*) grows larger than its African cousins. Despite its size, it still surprises targets four out of six times by day, and seven out of eight by night. Against a surprised victim, it gets +5 to its initial attack roll.

If the bite hits, the target must make an opposed mêlée attack roll. If the Cave Lion wins, then it holds the victim, inflicting automatic damage every round until the victim dies, breaks this grapple, or drives the lion away. A Cave Lion that seizes a human-sized target will simply carry off its prey.

If surrounded, the lion will strike at multiple targets per round with claw attacks.

Mastodon

UNEXTINCT MEGAFAUNA: MASTODON: **Armor** 14, **Move** 120', 12 Hit Dice, 55hp, stomp for 2d10 or tusk rake for 2d6, **Morale** 10. Tusk rake can sweep multiple targets.

The American Mastodon travels in mixed herds of 20-60 animals. Males and females both have tusks. Compared to mammoths, Mastodons have long, low bodies, and straighter tusks. These Mastodons have golden fur.

A Mastodon can stomp a single target or rake with its tusks. In a tusk rake, any foe within six feet of the animal's head must make a saving throw versus Breath Weapon or lose d8 hit points.

A pair of tusks will fetch $(3d6 \times 200)\text{sp.}$

Mammoth

UNEXTINCT MEGAFAUNA: MAMMOTH: **Armor** 14, **Move** 120', 13 Hit Dice, 64hp, stomp for 2d12 or tusk rake for 2d6, **Morale** 10. Tusk rake can sweep multiple targets.

The Columbian Mammoth travels in mixed herds of $2d_4+1$ animals. Mammoths have short bodies, with a pronounced shoulder hump and dramatically curved tusks. These mammoths have russet fur.

A Mammoth can stomp a single target or rake with its tusks. In a tusk rake, any foe within eight feet of the Mammoth's head must make a saving throw versus Breath Weapon or lose 1d12 hit points.

A pair of tusks will fetch (3d6 × 400)sp

Sabre-Toothed Cat

UNEXTINCT MEGAFAUNA: SABRE-TOOTHED CAT: **Armor** 14, **Move** 120', 4 Hit Dice, 20hp, two claws for d4, **Morale** 10. Ambush grants +5 against a surprised target; if both claws hit, target must save to avoid immediate bite.

The sturdy *Smilodon fatalis* strikes from cover, surprising targets four out of six times by day, and seven out of eight by night. Against a surprised victim, it gets +5 to its attack rolls on its first round.

If both claws hit, the target must make a saving throw versus Paralyzation or immediately suffer a follow-up bite for 2d6 damage, no hit roll required.

The Sabre-Toothed Cat's fangs will fetch $(2d4 \times 100)\text{sp}$; a complete skull, $(2d4 \times 1,000)\text{sp}$.

Sloth, Giant Ground

UNEXTINCT MEGAFAUNA: SLOTH, GIANT GROUND: **Armor 15, Move 60', 6 Hit Dice, 30hp, two claws d8+1, Morale 11.**

Giant Ground Sloths appear in groups of $d4+1$ animals, usually browsing. If threatened, they rear up to nine feet, displaying massive foreclaws. Because their slowness leaves them at a disadvantage, they tend to face attackers rather than flee.

Toxodon

UNEXTINCT MEGAFAUNA: TOXODON: **Armor 14, Move 240', 8 Hit Dice, 35hp, charge d12, Morale 9.** If one Toxodon charges, the herd will charge on the following round.

This three-toed ungulate resembles a low-bodied, hornless rhinoceros, and it travels in familial herds of $d3+z$ animals. If a human ventures within fifty feet of a Toxodon, the Toxodon must make a Morale check. If the Toxodon fails, then it jogs some distance further away, defecates theatrically, and resumes browsing.

But if the Toxodon succeeds in the Morale check, then it emits a snort like the backfiring of a truck and charges at the human. Whatever the result of its charge, this Toxodon flees afterwards. But on the following round, the other Toxodons charge whatever threatened the first beast. After charging, they flee, too.



WIND PIG

WIND PIG: **Armor** 14, **Move** 240', ½ Hit Die, 5hp, tusk rake d4, **Morale** 7. Charge en masse when cornered.

Both the Spanish and the English brought pigs to North America, and these clever omnivores have escaped to breed in the wild. Sub-Processes (page III.401) have modified some pigs to walk on air, using this power to avoid predators and to forage on nuts and fruits not yet fallen to earth.

In the Shadow of the Warp or closer to the Eye, Wind Pigs can tread on air as if it were solid, ascending to heights of up to forty feet. They must keep their feet under them: a Wind Pig that loses consciousness will fall.

A sounder of Wind Pigs contains either subadult males or adult females and piglets, for a total of 4d6 Pigs. If harassed, they will flee if possible; if cornered, they will charge en masse.

If decapitated, gutted, or exsanguinated within an hour of death, a Wind Pig begins to cook itself, emitting heat until it roasts. Anyone who eats of it must make a saving throw versus Poison or become enraptured by its deliciousness and fixated on eating Wind Pig again as soon as possible (not as soon as practical, moral, or healthful).

Remove Curse will cure this.



WITCH TICKS

Too late, the adventurers notice that they have traversed an area prowled by gigantic ticks. Someone notices a flat and hungry tick as big as a child's palm, and then everyone starts finding bloated ticks behind ears, in armpits, and so on. Everyone must make a saving throw versus Paralyzation or lose d3 Constitution from blood loss and the local trauma of removing the bloodsuckers. These lost Constitution points return at a rate of one per day of rest (no travel).

Anyone who failed the first save must now make a saving throw versus Poison to avoid contracting Witch-Tick Fever.

After living through one such infestation, everyone the party gets a +4 bonus on its save to avoid the next batch of Witch Ticks.

The mere touch of New People kills Witch Ticks.

Witch-Tick Fever

INCUBATION: six hours
INFECTION TIME: until the next frost
INTERVAL: special
EFFECT: impulsive tick-like behavior

This zoonotic disease causes a loss of d3 Constitution to fever and chills, as bruises spread from the tick-bite. These symptoms persist without worsening.

The afflicted also experience an overwhelming urge to thrust their faces as far as possible into the blood-rich skins of nearby mammals, to drink their blood. In any situation where the afflicted encounter a bleeding mammal, including a comrade, they must make a saving throw versus Magic to resist the urge to suck (or worse). A single night's frost cures the Fever.



WOLF

WOLF: **Armor** 14, **Move** 360', 1 Hit Die, 6hp, bite d6, **Morale** 7. Victim of a bite must win an opposed grapple check, or the wolf hangs on and worries for d4 per round.

A pack of the eastern wolf (*Canis lupus lycaon*) or red wolf (*Canis lupus rufus*) contains 3d4 wolves. For every four wolves in the pack, the pack's Morale goes up by one.

If a wolf scores a hit, the target must make an opposed attack roll. If the wolf wins, then it holds on and worries the victim for another d4 per round until the victim breaks this grapple, drives away the wolf, or dies.

For every wolf already worrying a target, the next wolf gains a +4 to attack that target.

The Crown Colony will pay a bounty of 20sp for a wolf pelt.



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